

A FAN-MADE TABLETOP ROLEPLAYING GAME SET IN THE HALO UNIVERSE

Second Edition Handbook 4.0

"If God can hear how scared i am, so can everyone else."

Based on the original Halo video game series created by

Bungie, owned by Microsoft. The series is later continued by 343 Industries. We are not affiliated with these companies.

Drawing inspiration from

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LEARNING THE GAME

The following section summarizes the mechanics of the 100DOS Game Series. This section also covers a player's capability when interacting with the environment and game mechanics. The first thing to get to know is the game's use of dice.

USING GAME DICE

This Tabletop game uses a D100 dice system. This dice system is called 100DOS, or "Degrees of Success." When using this system, the users need at least two ten-sided dice. 100-sided dice will not work. These dice can be acquired through online stores, local game and hobby shops, and even through some bookstores. Make sure to get a pair of D10s, where one dice shows the 'ones' and the second dice shows the 'tens'.

Some weapons in this system call for a "dice pool." Dice pools are where a surplus of dice will be needed to determine copious amounts of damage. These can be handled by rolling one at a time, or grabbing a lot of D10s at once, and rolling them all.

100DOS uses two distinct types of dice rolls, the "D10" and the Percentile roll. It is important to note that when the rules say roll 2D10, this is not the same as rolling a percentage roll. When rolling 1D10, 2D10, and so on, you simply add the results of each die. Meaning when you are told to roll 1D10, you roll a single Ten-Sided die, and when told to roll 2D10, you roll two Ten-Sided die.

Use the following chart as a straightforward way to remember how to use dice rolls.

D10	D5
1	1
2	1
3	2
4	2
5	3
6	3
7	4
8	4
9	5
10	5

Percentile Example		
"Tens"	"Ones"	Result
1	1	**11**
7	0	**70**
0	0	**100**

NATURAL DICE ROLLS

A Natural Dice Roll, or Nat, is an outcome of a dice roll that was not altered by bonuses and penalties. A Nat 1 is a dice roll that rolled a 1, not a roll that was altered to become 1 using a penalty or bonus.

WHAT IS ROLEPLAYING?

In a roleplaying game (RPG) you create an alter ego in a fictional setting. This is your viewing glass to another world, as you control and help shape out a world with your actions. In a game such as this, you are able to create anything your heart desires; A courageous leader, a medical technician, or even a war-hardened master of combat. The leader of the game, otherwise known as the Game Master (GM) unfolds the story for their players, keeping them intertwined in a narrative and combat driven adventure. You, as a player, choose your actions and speak your character's mind, deciding the path in which your party travels. The decisions you and your friends make directly affect the events of the story, so be wary.

Roleplaying games such as Halo Mythic provide a structure of rules that depict how to design your character and control the character within the game. Rules are provided to permit shoot-outs, powerful battles, chase scenes, and even conversations and investigations. These rules require one of two things, dice rolls or roleplaying while performing an action. Dice rolls add the factor of chance while roleplaying adds the human element of performing simple actions or narrative exploration.

At the beginning, RPGs like 100DOS appear to have many rules. However, you will spend enough time with the system to realize that the rules are simple and easy to remember. To judge these rules, the GM makes their decisions and decides how difficult something should be. The GM usually does not control a character; they instead control the game itself. The GM runs the game and presents a story as it unfolds about the characters. Consider the GM a roleplaying referee and narrator.

WHAT YOU NEED TO PLAY

When you are ready to start playing, you will need the following equipment.

- Halo Mythic and any other compatible 100DOS Book
- The included character sheets
- Around three or more hours of game time
- Some ten-sided dice or a dice rolling program
- Paper and Pencil or Computer
- A GM and two or more friends
- Snacks, Drinks, etc.

You should easily be able to find ten-sided dice. If at any point you are unable to find these dice, there are online dice rollers. Wizards of the Coast offer one available on their website. If you cannot find it, you can use a search engine to locate it. If you have access to a printer, you can make copies of the character sheets given with the game. Make sure to print them out for each player.

You can help visualize the actions and progress in the game by finding suitable miniatures to portray characters.

CHARACTERISTICS

Many of the aspects of your character will be defined in terms of numbers. Some of the most basic of these are known as Characteristics. These represent your character's abilities in four Groups: Physiology, Combat, Mentality, and Personality. Characteristics represent your character's raw ability on a scale of 0-100 and on. Characteristics can rise above 100. Your character's Characteristics are important for a variety of reasons, but principally, they reflect your ability to succeed at certain actions. Since you want to roll under your characteristics when attempting to accomplish your goal, the higher your characteristic the better off you will be.

Characteristics can be upgraded as your character progresses and trains. You can also get technology and better equipment to give special modifiers to each characteristic when rolling.

PHYSIOLOGY

Strength (STR): Strength is the physical attributes your character possesses. This is used for physical situations like climbing and melee combat.

Toughness (T): Toughness is the amount of damage your character can endure as well as the stamina of the character.

Agility (AG): Agility measures the character's speed and reflexes. These are used when dealing with running, swimming, and the ability to move from cover to cover effectively.

COMBAT

Warfare Range (WFR): Warfare Range is the measurement of the character's ability to use ranged-based weaponry in combat.

Warfare Melee (WFM): Warfare Melee is the character's ability to use melee-based weaponry and hand-to-hand combat.

MENTALITY

Intellect (INT): Intellect is the amount at which characters know and the wisdom the character owns.

Perception (PER): Perception describes the ability to survey their surroundings and the Range of some Attacks.

Courage (CR): Courage reflects the character's ability to withstand horrors and fears and to keep a clear state of mind.

PERSONALITY

Charisma (CH): Charisma is the character's ability to interact with other characters and players.

Leadership (LD): Leadership is the character's ability to lead forces and take orders.

CHARACTERISTICS, MODIFIERS, AND BONUSES

Each Characteristic has a number, with higher numbers being far more useful than lower numbers. With each characteristic, there is an accompanying Characteristic Modifier. The Characteristic Modifier (Mod) is the tens digit of Characteristics under 100. For example, a Charisma Characteristic of 54 would have a Characteristic Mod of 5. Characteristics above 99 use the tens digit and the next following digit. So, a Characteristic of 110 will have a Characteristic Modifier of 11.

MYTHIC CHARACTERISTIC BONUSES

A Mythic Characteristic is one that is well above what would be considered ordinary. Mythic Bonuses give Characteristic advancements when figuring character Stats.

Mythic Strength (X): Increases the Character's Strength Modifier and Carry Weight. (X) Is the character's Mythic Strength Bonus. For figuring Carry Weight, (X) is multiplied by 10, this means you add +10 to figuring Carry Weight for a Mythic Bonus of +1.

Mythic Toughness (X): Increases character's Toughness Modifier when figuring Damage Resistance and Carry Weight. (X) Is the character's Mythic Toughness Bonus. For figuring Carry Weight, (X) is multiplied by 10, this means you add +10 to figuring Carry Weight for a Mythic Bonus of +1.

Mythic Agility (X): Increases character's Agility Modifier when figuring Movement Speed by (X), where (X) is the Character's Mythic Agility Bonus. It also increases the Character's Initiative Role by (X), where (X) is their Mythic Agility halved, rounding down, to a minimum of 1.

TESTS AND DICE ROLLS

Tests are the most fundamental way of establishing a character's success and failure. As a player performs essential and more difficult tasks, a roll must be made. These rolls affect the story and the character's progress and the party's all-around situation.

SKILL TESTS

Skill Tests are the most common roll a character will make during the game. Each Skill is managed by a characteristic. For example, the character's Intellect Characteristic affects the Camouflage Skill. To make the Skill check, add any relevant modifiers from talents and Skill upgrades, and then make a percentage roll. If the result is equal or less than the modified Characteristic, the roll is successful. If the result is greater than the modified Characteristic, the test has failed. Success is more likely when the character has the skill trained. The more the skill has been trained, the more likely the character will succeed.

THE CORE MECHANIC

- Determine the Skill or Characteristic to test.
- Add or subtract any relevant modifiers to the Skill or Characteristic. Add all the modifiers, both positive and negative, some will negate each other.
- Once you find the final number, make a percentile roll (1D100).
- If the percentile is less than or equal to the Skill or Characteristic being tested, the test succeeds.
- If the percentile roll is greater than the Skill Characteristic being tested, the test fails.
- If the result of the percentile roll is a Natural 1, the test succeeds, even if the total modifiers made the Skill or Characteristics less than 1. Likewise, if the result is a Natural 98-100, the test fails, even if the total modifiers made the Skill or Characteristic greater than 100.
- The Test is Opposed by the Opponent.

USING TACTICAL MAPS AND GRIDS

During combat and other situations, players and the GM may want to use visual references to help keep track of positions and directions. The GM can accomplish this by sketching out simple overhead maps on paper, grids, and dry-erase boards. Many game stores, hobby stores, and even business-oriented stores carry these. Many game stores also hold Gaming Mats, which you can draw on with wet-erase markers. These mats are pre-printed with square grids or hex patterns to make measuring distances quick and easy. Tactical combat maps can be drawn to any scale, and some roleplayers like to combine large scale maps with miniatures, where an inch square represents one meter.

CHARACTERISTIC TESTS

At times, there is the need to roll straight from the base Characteristic. This usually represents the fact that no training or education could assist the character in this situation, usually pertaining to rolls of pure physical Strength or Toughness. The Core Mechanic is still used. First, the GM must determine the appropriate Characteristic for the test. If the roll is less than or equal to the Characteristic after the modifiers are applied, then the test is successful. If the roll is higher than the Characteristic, the test fails.

DEGREES OF SUCCESS AND FAILURE

For some tests, it is enough to know whether a character succeeded or failed the test. However, it is useful to know how well the character succeeded, or how bad they failed. This is important with social and mechanical skills.

Measuring degrees of success and failure in a roll is straightforward. After the percentile roll is made, compare the roll with the modified Characteristic score. For each full 10 points, which the characteristic was exceeded, one degree of success is achieved. The same goes towards for failure, as each 10 points by which the test was failed; one degree of failure is achieved.

CRITICAL SUCCESS

A Critical Success is what happens when a Natural 1 is rolled on any Test using the D100. Critical Success rolls are where the Test being made goes off without any issues. In an Opposed Test, no matter how many Degrees of Success the Opponent has, a Critical Success wins the Test. If two Characters roll Critical Successes, the roll with the most Degrees of Success wins the Test.

A Natural 1 is a roll of a dice that lands on the 1, not counting any Modifiers, Penalties, or Bonuses.

EXTENDED TESTS

Many tasks can be exceedingly difficult or could just be incredibly time-consuming. These tests take more time and effort than the standard tests a character makes. The GM may decide what dictates the use of an Extended Task, such as performing multiple similar tasks, or something that just takes time. An example would be a character attempting to disarm a trap or setting down multiple sensors across a combat zone. These tests usually could be done with a single roll, but just take more time than a single Turn offers.

OPPOSED TESTS

The Opposed Test is the most used Test in the game. Many times, characters need to test themselves against an opponent. This is known as an Opposed Test. Let's say a Character must hide from an incoming Opponent. The Character must use their Camouflage Skill against the Opponent's Investigation.

In the Opposed Skill Test, both participants make their tests normally. The character with the most successes wins the opposed test. If both characters gain the same amount of successes, the character with the highest Characteristic Mod of that Test wins. If the results are still a tie, each opponent makes a roll of 1D10. The highest roll wins.

TEST DIFFICULTY

Not all tests are equal. A simple task of landing a Falcon is nothing compared to landing the same aircraft while under heavy fire or with a broken limb. Difficulty rolls set the stage for characters being under pressure and having to deal with troublesome situations that impede their abilities. In many cases, difficulty is predetermined by rules, else the GM decides how difficult the roll should be. The GM must consult the Difficulty chart to determine the appropriate modifier.

MYTHIC DIFFICULTY

When a Character has less or no Mythic Characteristics than their Opponent in an Opposed Test, they get Penalties. In the Opposed Test, for every 1 less Mythic Characteristic, the Character gains a -10 Penalty for the Test being more difficult for them.

DIFFICULTY	MODIFIER
Trivial	+60
Elementary	+50
Simple	+40
Easy	+30
Routine	+20
Ordinary	+10
Challenging	+0
Difficult	-10
Hard	-20
Very Hard	-30
Grueling	-40
Punishing	-50
Hellish	-60

ASSISTANCE

In a war, soldiers are hardly ever on their own. At times, it is not enough for a single person to handle a task alone. Other characters can assist in a task to greatly improve the chances of success.

During a test, characters can request the assistance of others. Each character rolls the Percentile Dice needed to perform the task. The initial character performing the task is considered the main roll, and for every two degrees of success gives the main roll one extra degree of success. For every character assisting the test, the test is considered to take double the time, unless dealing with an action already labeled as an Extended Action.

NARRATIVE TIME AND STRUCTURED TIME

There are two forms of passage in time in 100DOS. The GM must choose what form is needed based on the needs of the story and choices made by the players. Narrative Time conveys a loose sense of time or a series of events happening one after another. Structured Time, used for such situations as combat, is far more precise.

NARRATIVE TIME

Narrative Time is used when precise time keeping is unneeded. It can usually be enough to know what action takes a few seconds, a couple minutes, or even an hour or longer. Narrative Time is most often spent outside of combat.

STRUCTURED TIME

Structured Time is used for combat, complex encounters, and solving problems. Structured Time is needed for when every second counts and when order must be kept. Structured Time is divided into Rounds, Turns, and Actions.

ROUNDS

Rounds consist of every character's turn. In a round, every acting character moves simultaneously in an encounter. A round is roughly six seconds long regardless of how many characters are involved. Rounds are six seconds long.

TURNS

Each character has a turn in each Round. Before the Structured Time begins, each character must roll initiative to find the specific order they go in. Turns may overlap each other. In a Turn, characters may use Actions. These Actions include Full Actions, Half Actions, Reactions, and Free Actions.

ACTIONS

A character is able to perform one or more Actions on their turn. When performing multiple Actions in a turn, the order in which they happen does not matter.

COMBAT OVERVIEW

Combat is resolved through Structured Time. Each character, including NPCs, take one Turn in each Round. The order of these Turns is decided through Initiative Order.

STEP 1: SURPRISE

At the beginning of Combat, the GM determines if any characters are surprised. This happens only once at the beginning of combat, and there will be many combats where no one are surprised. Surprised characters lose their turn in the first Round of combat. This usually happens when a character has been caught unaware. The surprised characters roll their initiative at the beginning of the second Round.

STEP 2: INITIATIVE

At the start of the first Round, each character rolls Initiative. Each character rolls 1D10 and adds their Agility Bonus (Unless their skills or talents determine otherwise). The result of the roll applies for all succeeding Rounds in the Combat.

STEP 3: DETERMINE INITIATIVE ORDER

The GM ranks each Initiative roll made in order from highest to lowest. This is the order at which the characters take their Turns during each Round.

STEP 4: COMBATANTS TAKE THEIR TURNS

Starting with the character that rolled the highest on their initiative, each character takes a Turn. When a character is taking their Turn, they are known as the Active Character. During the Active Character's Turn, the character may perform one or more Actions, or even decide not to take his. Once a character's Actions have been resolved, the next character in the Initiative Order becomes the Active Character and takes their turns.

STEP 5: ROUND ENDS

Once each character has taken their Turn, the Round is over. Any effects that specify a duration of "Until the end of the Round" now end.

STEP 6: REPEAT STEPS 4-5 AS NEEDED

Continue to play successive Rounds until Combat is complete, or until the event that ends. At this point, Structured Time ends and Narrative Time begins again.

INITIATIVE

Initiative determines order in which characters act during each Round. To determine Initiative, players and the GM roll 1D10 and add the results to the character's Agility Modifier (Unless talents and skills dictate otherwise). The GM rolls any initiative for NPCs and creatures present. To keep things simple for the players, the GM should make one Initiative roll for an entire group of similar enemies.

After every character in the combat has determined their Initiative, the GM makes a list and places them in order from highest to lowest. This is known as the Initiative Order. This is the order in which each character acts in each Round until combat is over.

If more than one character rolls the same initiative, they act in order from the highest Agility to lowest. If they share the same Agility, then each should roll a die. The character with the highest roll goes first. If two teammates roll the same initiative, they can choose to act together, sharing the same Turn in the Round.

Most combats last for many rounds, but each character's Initiative is only determined at the beginning of combat. Once the Initiative is established, it remains until the end of the Combat. When a new combat begins, a new Initiative Order must be made.

ACTIONS

During each Round, every character gets a turn to act upon. There are multiple types of Actions, and multiple can be made in a round.

TYPES OF ACTION

Every Action is categorized in to one of the following types, in order of length: Extended Actions, Full Actions, Half Actions, Reaction, and Free Action.

FULL ACTIONS:

A Full Action requires the character's full turn to Accomplish. A character may take one Full Action on their turn and cannot take any Half Actions.

HALF ACTIONS:

Half Actions are simple and only require some effort. It consumes roughly half of the turn's time that can the character. A character can take two Half Actions on their turn (But not two combat half actions). Some Half Actions can happen at the same time, such as readying weapons. Readying two weapons can happen at the same time, to let the character take their next Half Action towards an attack.

REACTION:

A Reaction is a special action that is made in reaction to an event, or another character's actions being made towards them. A Character receives any number of Reaction each Round. Reactions include evasion and catching tossed items. Many things can be used in a Reaction, and many things can be done at the same time in the Action.

Whenever a Reaction is used, any Reaction afterwards is at penalties. When multiple Reactions are used, they are happening at the same time. If a Reaction does not list a Penalty for being used with another, it is at a base -10 Penalty, unless specified otherwise.

The GM must decide whether specific Reactions can stack.

FREE ACTIONS:

A Free Action takes only a snap of the finger to use, and requires little to no effort to complete. Free Actions may be performed in addition to any other Actions made in any characters' turn. The GM should use common sense to set a reasonable limit for the Turn. Free Actions include dropping an item or speaking 6 seconds worth of dialogue.

ACTION SUBTYPES

In addition to different lengths of actions, each Action is categorized in to one or more subtypes. Actions don't do anything of themselves, but they are used to clarify what a character is attempting.

OPPOSED TESTS

The 100DOS System runs heavily on what has been coined as the Opposed System. Any Test that Opposes another, such as an Investigation opposing Camouflage, or an Evasion opposing a shot fired. Nearly any Test being taken against another Character, or something set up by a Character, is handled by an Opposed Test.

If a Character sets up Demolitions, they must remember their Degrees of Success for the test, as it can determine how difficult it would be to Oppose the Test for disarming it. If the Demolitions Test had 3 Degrees of Success on the Test, the user would have to beat 3 Degrees of Success or give a -30 Penalty to the Disarming Test. Basically, for every Degree of Success on the Test that isn't directly affecting the Opposing Character, such as setting up equipment or traps, can give a -10 Penalty to another Character dealing with these Actions later. This can be used to simplify matters and show the same outcome.

LUCK

INTRODUCTION TO LUCK

In 100DOS, there is an aspect of gameplay and storytelling that shows how much of war is truly based on luck, whether it be timing, a lucky shot, or fortune favoring the bold in a time of need.

Luck should fortune those bold enough or even scrappy enough to tempt fate, but never favor those who are crazy or detrimental to their allies.

There are three types of Luck-based options that can be taken: Encounter, Narrative, and Medical. Encounters are events such as Combat or something that needs a Test to be rolled. Narrative are story-based events set up by the GM. Medical are for Wounds and Medical effects that can be alleviated or cured.

USE OF LUCK IN-GAME

Luck allows a Character to influence various situations by removing or adding a modifier to the story based on a set of available options.

Luck allows players to take risks without keeping them in danger. A GM may decide if and how Luck should be used in specific situations, as not everything may make sense.

BURNING AND SPENDING LUCK

Luck may be Spent or Burnt. Spending Luck is where a point of Luck is used, but may regenerate at GM-specified checkpoints. These checkpoints could be at the end of a Mission, or at the beginning of a play session.

Burning Luck is where the point of Luck is removed permanently. Luck that is burnt cannot be restored at these Checkpoints. The GM may decide if the Character can regain the Luck back later if they deserve it through their actions.

EARNING LUCK

Characters may be awarded luck at the GM's discretion. These can be rewarded by reaching milestones or for particularly good acts. It is not advised for a GM to award a Character with Luck that already has 6 or more Luck. At this point, they should purchase it with their Experience.

PURCHASING LUCK

A Player can increase their Character's Luck by purchasing another Point for 2,000 Experience. Once a Character has reached 10 Luck, they can no longer gain any more.

SPENDING LUCK

The following are options that Characters can spend to alter the flow of a battle or story. Each has a various option the GM may work into the storyline being told. Spending Luck allows the Character to do one of the following:

ENCOUNTER OPTIONS

- Reroll a failed Test with a +10 Bonus.
- Gain an additional +20 Bonus to the next Test, but must be specified before the Test is made.
- Add a Degree of Success to a Test that was made.
- Add a Degree of Failure to an Opponent's Opposed Test against the Character.
- Count as rolling a 10 for Initiative.
- Count as rolling a Critical Hit on a single dice roll of Damage.

MEDICAL OPTIONS

- The Character recovers from being Stunned or any form of temporary blindness and Deafness.
- The Character recovers up to 4 Wounds.
- The Character removes up to 2 Degrees of Fatigue.
- If under 0 Wounds, the Character stabilizes at 0 Wounds.

NARRATIVE OPTIONS

- Find a small-arms weapon or extra magazine on the battlefield at a convenient time.
- Change the Disposition of an NPC up or down up-to two slots on the NPC Disposition table in the GM Section.
- The Character gains inspiration. This is represented by the Player asking the GM one question related to the situation the Characters are in.

BURNING LUCK

The following options allow for a Character to completely remove a point of Luck, but in return, gain an advantageous effect that could turn the tide of a battle or story. Already spent Luck can also be Burnt.

ENCOUNTER OPTIONS

- Count as rolling a Test as a natural 01 for a Critical Success. This may be declared before or during a Test.
- Gain an additional +4 Degrees of Success to any Test, even on a failed Test.
- Count as rolling a Critical Hit on all dice from a Half Action's worth of Attacks.
- Cause the Opponent to fail their next Test against the Character.
- The Character is able to ignore all Penalties for the next two Rounds. The next two Rounds allow the Character to double the Damage on a single Attack.
- The Character's Attack becomes unavoidable and hits without a Test being made. The Player chooses the Sub-Location the Attack strikes.

MEDICAL OPTIONS

- Return from Death or stop Death from happening. The Character comes back unconscious and at 0 Wounds. The Character removes all Fatigue and Special Damage from that Attack.
- The Character recovers all Fatigue, and Medical Effects. The Character also recovers up to 10 Wounds.

NARRATIVE OPTIONS

- The Character finds a powerful weapon or a cache of ammunition on the Battlefield.
- The Character stumbles on a working vehicle at a convenient time.
- Change the Disposition of an NPC up or down to a chosen slot on the NPC Disposition table in the GM Section.

CHARACTER CREATION

Characters are the backbone of Halo Mythic. A Character is who you are in the universe, and everything about your Character dictates your Abilities, Skills, and Actions.

BUILDING YOUR CHARACTER

When building your Character, there are a number of steps you need to cover in order to do it properly. The following section will create a step-by-step process that Players and GMs can follow to create their Characters. Following these steps in order is advised for newcomers.

STEP ONE: CREDITS AND EXPERIENCE

The GM must assign a Character Creation Tier at the beginning of Character Creation. This Character Creation Tier gives the Players their starting Experience and Credits (cR) to build their Characters with.

The GM may decide from 7 Tiers, each giving a set amount of Experience and cR, listed below. Each Tier also dictates what Soldier Types will be available to Players at Character Creation. The GM may also choose their own custom Experience and cR Tiers. For example, the GM may choose to have their Players begin with 1,500 Experience. This is a custom amount but will still fall under Tier 2.

At Character Creation, Players must spend their given Experience on the Soldier Type they want. For example, to play as a UNSC Army Soldier, the Player must first spend 1,200 Experience. If the Player does not have access to 1,200 Experience, they may not choose to be the UNSC Army Soldier or any other more expensive Solder Type.

TIER	EXPERIENCE	cR
1	500	200
2	1,000	300
3	2,000	500
4	4,000	800
5	8,000	1,200
6	16,000	1,700
7	32,000	2,300

EXPERIENCE

Experience classifies how strong a Character may be. The higher the Tier between the Characters, the more difficult the higher Tier Character will be to defeat. It is best for the GM to choose between Tier 1 through 5 for Character Creation. Tier 6 marks a veteran of War and is ill-advised to use. Tier 7 is the end-game of Halo Mythic, which is exponentially more powerful.

CREDITS (cR)

The Players will also be given a set amount of cR, which they're able to use to spend on Weapons and Equipment. They may also hold on to their cR for later use. Items purchased between Missions are acquired immediately.

Players may choose to swap cR, purchase items for others, and even share a cR pool.

STEP TWO: CHOOSING A SOLDIER TYPE

A Soldier Type is the representation of your Species, Faction, Training, and any Augmentations you receive. A Soldier Type is the basic building block a Character is. As stated before, a Soldier Type must be purchased with the Experience listed.

Soldier Types will dictate the starting Characteristics a Player will have. These are the basic Characteristics that the Players will use when generating their Characteristics, which is handled in the next step. Soldier Types will generally also come with Characteristic Advancements that are pre-purchased from their Experience Cost.

Soldier Types also dictate a Character's Physical Attributes and Special Rules that come with them. Players may choose their Character's Height and Weight, as long as it is within the two given numbers. For example, a Player may choose to be 5'9 for their Human Character, as it falls between the 5'6 and 6'4 presets. The GM may always allow a Character to be shorter or weigh less than the given amounts, but it is advised to never let a Player be larger unless the Outlier for it is purchased at Character Creation.

Soldier Type Special Rules are a series of Abilities and Traits that the Characters have access to. Many of these are unique, while others are Skills and Abilities they may begin with.

STARTING EQUIPMENT

After choosing their Soldier Types, the Players may then choose a Starting Equipment Package. This Equipment Package option is a set of gear that regenerates between every Mission for free. Only one Equipment Package may be taken, it cannot be traded or sold.

A Player must realize that their Character may not be trained to use weapons that come in their Equipment, and should spend their Experience accordingly.

STEP THREE: GENERATING CHARACTERISTICS

Characteristics are generated by using the Point Pool System and assigning the points to the chosen Characteristics. All players begin with **85 Points** to spend on their Characteristics. A GM may allow Players to begin with 100 Points for campaigns where Characters are to feel stronger.

When allocating your Points into your Characteristics, you must remember that no Characteristic may have more than 20 Points applied to them unless the Aptitude Outlier Trait was chosen at Character Creation.

When allocating your Points, you add however many you chose from your Point Pool System into the Characteristic of the Soldier Type you're using. For example, a Civilian with 25 Strength being given 15 Points will have a total of 40 Strength.

Players cannot finish Character Creation until all their Points have been allocated.

STEP FOUR: TRAINING

Characters should be trained with the Equipment they're trying to use. There are two main types of Training; Faction and Equipment. Below are the explanations on how to use this Training system.

FACTION AND WEAPON TRAINING

Faction Training is the Character's understanding of using a weapon of their faction, which include Human, Covenant, and Forerunner. If a Character does not have the Faction Training for the item they're using, they're at a -20 Penalty for Tests made with that weapon.

Weapon Training is the Character's knowledge of using that type of Weapon. If the Character does not have the Weapon Training for what they're attempting to use, they're at a -10 Penalty. Faction and Weapon Training penalties stack.

Some Weapons may not be covered under the Weapon Training list. If this happens, use GM discretion to choose a category.

EQUIPMENT	EXP COST
Basic	150
Infantry	200
Vehicle	200
Melee	200
Heavy	250
Advanced	300
Long-Range	300
Explosive/Ordnance	300

FACTION TRAINING

Faction Training is given to all Characters at Creation. Human Characters gain the Human Faction Training, Covenant gain the Covenant Faction Training, and Forerunner gain the Forerunner Faction Training. No Character should be without one Faction Training. Other Faction Training cost 300 Experience, each.

TRAINING	WEAPON EXAMPLES
Basic	Pistols and Revolvers, Shotguns, and Knives.
Infantry	Rifles, Carbines, SMGs, Grenades, and Satchel Charges.
Advanced	Energy Weapons, Railguns, Flame Throwers.
Long-Range	Sniper Rifles and other Extreme-Range Weapons.
Vehicle	Any and all vehicle weapons.
Explosive Ordnance	Grenade, Missile, and Rocket Launchers, Demolition and Ordinance Explosives.
Melee	All available Melee Weapons.
Heavy	Light Machine Guns, Machine Guns, Heavy Machine Guns.

STEP FIVE: UPBRINGING AND LIFESTYLE

The Player is able to choose their Upbringing, Environment, Language, and Lifestyle Choices. These are character-building attributes given to Characters that offer small bonuses and penalties, while also helping flesh out a Character before the events of the game. These options cannot be changed once chosen.

UPBRINGING

The Player may choose one Upbringing for their Character. An Upbringing gives the Character a set of Bonuses and Penalties, and then the available Environments that Upbringing allows.

ENVIRONMENT

After the Upbringing is chosen, the Player may then choose the Character's Environment. This Environment is where the Character spent most of their childhood and life, helping shape who they are and what they learned from.

LIFESTYLE

The Player may choose three Lifestyle Choices at Character Creation, including the same Lifestyle multiple times. Lifestyle choices reflect the Player's decisions and habits made in life.

Lifestyles outcomes may be randomized or chosen, based on the GM's decision.

LANGUAGE

All Characters may begin with one Language for free, which can be selected by the GM.

Each Language costs 150 Experience to learn. The following is a list of example Languages, the GM may allow more to be taken.

HUMAN	HUMAN	COVENANT
English	Arabic	Sangheili Language
Spanish	Bengali	Kig-Yar Language
Chinese	Hindi	San'Shyuum Language
Russian	Italian	Jiralhanae Language
German	**FORERUNNER**	Huragok Language
Japanese	Forerunner Symbol	Lekgolo Language
NuNordic	Digon	Unggoy Language
French	Jagon	Yonhetian Language
Swahili	Forerunner 3D Script	Yanme'e Language
Latin	**MISC. LANGUAGES**	
Hungarian	Sign Language	Morse Code
Portuguese	Braille	Binary

STEP SIX: LUCK, WOUNDS, AND PHYSICAL ATTRIBUTES

The following are a series of attributes that are important to Character Creation, which figure the Character's Luck, starting Wounds, Physical Attributes, and Outlier Traits.

WOUNDS

Wounds are the Character's injury threshold before taking debilitating effects. After all previous steps have been taken, the Player may find their Character's starting Wounds.

The Player takes their Character's Toughness Modifier, multiplies it by 2, and then adds 20. For example, a Character with Toughness Modifier of 5 will have a total of 30 Wounds.

Wounds are increased whenever the Player's Toughness Modifier is increased.

FATIGUE

Not all injuries in 100DOS are lethal. Fatigue is the combination of trauma, exhaustion, and weakness. For every level of Fatigue a Character has, they take a -5 Penalty to all Tests made. For more information, check the Medical section of the handbook.

LUCK

To figure the Character's Luck, the Player may either roll for their Luck, or choose how much they begin with. Depending on how much Luck a Player begins with, they will receive a set number of extra Wounds.

DICE RESULT	LUCK	WOUNDS
1-3	1	+12
4-6	2	+8
7-9	3	+4
10	4	+0

PURCHASING LUCK

Players can increase their total Luck Modifier by purchasing another bump in it. Each +1 in Luck purchased costs 2,000 experience.

PURCHASING WOUNDS

Players can increase their total Wounds by purchasing another bump in it. Each +4 Wounds purchased costs 2,000 experience. A Player cannot purchase more this more than 4 times. Each bump in Wounds given by Luck at Character Creation counts towards this. A Character who begins with 1 Luck can only purchase one bump to their Wounds.

PHYSICAL ATTRIBUTES

A Character's Physical Attributes are their capabilities with Movement, Jumping, and Carry Weights.

SUPPORT POINTS

All non-Civilian Characters begin with 1 Support Point. To learn more about Support Points, read the Armory Section of this book.

EDUCATION

Education are Skill-like Advancements that allow a Character to have in-depth knowledge of things like Planetary Science, Astronautics, and various Cultures. These Education-based Tests allow Characters to delve further into the specifics of Skill and Ability Use.

JUMPING HEIGHT AND DISTANCE

A character's Jump Height is a fourth ($1/4^{th}$) of their Strength Modifier in meters. A character's Jump Distance is the highest of their Half Agility Modifier, or Half Strength Modifier. Every 10 Meters the Character is moving during the Turn gives a +1 Meter increase to the Jump Distance.

FIGURING PUSH, LIFT, AND CARRY WEIGHT

Carry Weight is figured by adding a Character's Strength and Toughness Characteristics together.

A Character's Lift Weight is figured by multiplying their Carry Weight by 2.

A Character's Push Weight is figured by multiplying their Carry Weight by 4.

PERSPECTIVE RANGE

Perspective Range is the Range at which the Character is able to make Aim Actions. This is figured my taking the Character's Perception and multiplying it by 10. A Character with a 50 Perception would have a 500 Meter Perspective Range.

MOVEMENT

Every Character has a Movement Speed based on their Agility Modifier, which states how many Meters a Character can move per Action taken. The following is a Table lists the basic Movement Actions and how far a Character can travel when using them.

Agility Mod	Half Move	Full Move	Charge	Run
0	1/2	1	2	3
1	1	2	3	6
2	2	4	6	12
3	3	6	9	18
4	4	8	12	24
5	5	10	15	30
6	6	12	18	36
7	7	14	21	42
8	8	16	24	48
9	9	18	27	54
10	10	20	30	60
11	11	22	33	66
12	12	24	36	72
13	13	26	39	78
14	14	28	42	84
15	15	30	45	90

BEING AN OUTLIER

Outlier Traits are optional Traits that can be purchased at Character Creation. An Outlier can be gained by either burning a Luck or spending 10 points from their Point Pool System.

Multiple Outliers can be taken, but a Character cannot have the same Outlier twice.

OUTLIER	OUTCOME
Imposing	The Character's Height and Weight are increased up to 20% higher. This also increases the Character's Size by one category higher, and gives +2 Damage to Melee.
Forte	The Character is able to choose one Mythic Characteristic to become +1. This can only be applied if the Character did not have that Mythic Characteristic in the first place.
Aptitude	The Character may put 25 Points into a single Characteristic instead of only 20, at Character Creation.
Enduring	The Character ignores their first level of Fatigue.
Vigorous	The player gains +5 Wounds at Character Creation.

STEP SEVEN: ADVANCEMENTS, SPECIALIZATIONS

This is the final Step in your Character Creation. This Step covers Characteristic Advancements, Support Points, Education, and Specialization Packages.

CHARACTERISTIC ADVANCEMENTS

Characteristic Advancements are purchasable upgrades to each Characteristic. These can be done a total of 5 times per Characteristic, with each Advancement becoming more expensive than the last. Once a Characteristic Advancement is purchased, it cannot be purchased again. An Advancement cannot be purchased unless the previous Advancement has already been unlocked.

Some Advancements may be unlocked through Character Creation and not need to be purchased. These still cannot be purchased a second time.

The Experience Cost of each Advancement is listed in the table below.

SIMPLE	ROOKIE	INTERMEDIATE	TRAINED	MASTERY
200	400	800	1,200	1,600

SPECIALIZATION PACKS

Once Players have finished all previous Steps, they may finally choose their Character's Specialization Package. These come to all Non-Civilian Characters and Soldier Types. Once a Character advances from a Civilian into a non-Civilian Soldier Type, they may choose their Specialization Pack.

Specialization Packs are the Character's Military and Faction training to prepare them for war.

If the Character's Soldier Type came with a Skill given by the chosen Specialization Pack, the Skill is increased to the next Tier, instead. Trained becomes +10, and +10 becomes +20. If the Character already has an Ability given by the Specialization Pack, the Player or GM may decide of a replacement Ability at equal or lesser Experience Cost.

SPECIALIZED SPECIALIZATION PACKS

These are heavily specialized Packs that are limited to one per Party. This includes the Commander and Medical Corpsman Specialization Packs.

OTHER CHOICES, CHARACTER CLEANUP

The following section covers some miscellaneous possibilities that couldn't be covered in previous steps.

TRAITS AND AUGMENTATIONS

Traits and Augmentations are Soldier Type specific options and modifiers for Characters. They are listed at the end of Character Creation.

LATE ENTRIES

When a Character begins late in a game which is already in progress, the GM should allow this character to begin with extra experience to catch up. For every 2,000 experience the character is beginning with, the character should gain one point of Luck to help them keep up with the others, to a maximum of 2 extra Luck. If the GM has yet to give out extra Luck, ignore this.

To learn more about Movement, Jumping, and Carry Weights, please visit the Movement section of the handbook.

UPBRINGING	SPECIAL	ENVIRONMENT AVAILABLE
Farmer	+3 Strength, -3 Charisma	Town, Country
Laborer	+2 Strength, +1 Toughness, -3 Courage	Any
Military	+3 Leadership, -3 Charisma	Any
Nobility	+5 Charisma, +5 Leadership, -5 Strength, -5 Toughness	Any
Aristocracy	+5 Strength, -5 Charisma	Any
Street Urchin	Gain +2 wounds	Town, City
Wastelander	+5 Toughness, -5 Courage	Forest/Jungle, Wasteland
War Orphan	+5 Courage, -5 Leadership	Any
Fugitive	+3 Strength, +3 Toughness, -3 Leadership, -3 Charisma	Any
Commoner	--	Any

ENVIRONMENT	OUTCOME
Town	+1 Charisma, -1 Courage
City	+1 Courage, -1 Perception
Country	+1 Perception, -1 Charisma
Forest/Jungle	+1 Perception, -1 Leadership
Wasteland	+1 Courage, -1 Charisma

LIFESTYLE	OUTCOME
Street Fighter	**Roll 1D10** **1-4:** You win most of your fights. +2 Strength, -2 Toughness. **5-8:** You lose most of your fights. +2 Toughness, -2 Strength. **9-10:** Balanced fighter. +1 Strength, +1 Toughness, -2 Leadership.
Wild	**Roll 1D10** **1-5:** Took too many risks, taken many falls. -2 Strength, +2 Toughness. **6-9:** Taken beatings, toughened up. +1 Wound, -3 Toughness. **10:** Rushed through life and tough situations. +2 Toughness, -2 Perception.
Patient	**Roll 1D5** **1-3:** You expect things to come to you, sometimes they do. +2 Perception, -2 Charisma. 4**-5:** Patience has taught you a lot. +3 Intellect, -2 Strength, -1 Toughness.
Hunter	**Roll 1D5** **1-3:** You've hunted for a living. -3 Intellect, +3 to chosen Warfare Characteristic. **4-5:** You've hunted for sport. -3 Charisma, +3 to chosen Warfare Characteristic.
Gamer and Gambler	**Roll 1D5** **1-3:** You've gamed for a hobby. +3 Perception, -3 Strength. **4-5:** You play games with others for a living. +3 Charisma, -3 Strength.
Wise Guy	**Roll 1D5** **1-3:** You've taken to reading, and use it to show up others. +3 Intellect, -3 Leadership. **4-5:** Instead of talking your way through situations, you attempt to use your knowledge. +2 Intellect, -2 Charisma.
Fast Talker	**Roll 1D5** **1-3:** You have learned the ways of getting what you want. +2 Charisma +2 Leadership, -2 Strength, -2 Toughness. **4-5:** You've learned to talk your way out of situations. You gain +3 Charisma, -3 Strength.
Weapon Training	**Roll 1D5** **1-3:** You've learned to use weapons over anything else. +5 to select Warfare Characteristic, -5 to the other-. **4-5:** You care more about weapons than anything. +5 to Selected Warfare Characteristic, -5 Charisma.
Spiritual	**Roll 1D5** **1-3:** You've grown with religion as a major impactor of your life. -3 Strength, +3 Courage. **4-5:** You've taken religion as a way of helping others. +3 Leadership, -3 Toughness.
Body Builder	**Roll 1D5** **1-3:** You worked out more than anything. +3 Strength and Toughness, -3 Intellect and Perception. **4-5:** You worked out alone a lot. -3 Charisma and Leadership. +3 Toughness and Strength.
Loner	**Roll 1D5** **1-3:** You isolate yourself, learning you can only depend on your own actions. -3 Charisma, +3 Intellect. **4-5:** You've become distrustful of others, you look out for yourself. -3 Charisma, +3 Perception.
Merchant	**Roll 1D5** **1-2:** You sold goods, using quick wit to talk people into sales. +3 Charisma, -3 Leadership. **3-5:** You ran a standard business of buying and selling. +3 Leadership, -3 Charisma.
Mercenary	**Roll 1D10** **1-2:** You ran a Mercenary Team that took jobs for cash. +3 Leadership, -3 Charisma. **3-10:** You were a member of a Mercenary Team, which took jobs for cash. -3 Leadership, +3 Courage. **This cannot be taken if you had a Military Upbringing.**

UNSC or Insurrectionist Army Soldier

"Earth or beyond, we'll fight for the soil under out boots."

CHARACTERISTICS									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
25	25	25	25	25	25	25	25	25	25
TIER: 2					**EXPERIENCE COST: 1,800**				
UPBRINGING: Any					**TRAINING:** Basic and Infantry				

CHARACTERISTIC ADVANCEMENTS			
STR	**WFR**	**PER**	**CR**
+5 Simple	+5 Simple	+5 Simple	+10 Rookie

PHYSICAL ATTRIBUTES	
HEIGHT	**170 centimeters (5'6 ft.) – 193 centimeters (6'4 ft.)**
WEIGHT	**58 kilograms (130 lb.) – 104 kilograms (230 lb.)**
SIZE	**Normal**

SOLDIER TYPE SPECIAL RULES

The Army Soldier begins with the Human Weaponry Racial Training at Character Creation.

The Army Soldier begins with two Skills of their choosing at +10 at Character Creation.

SQUAD UP: When with others from the Army, Marine, Air Force, Navy, ORION, ODST, Militiaman, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

INSURRECTIONIST

If an Insurrectionist was chosen, then any weapon without the [I] Tag will cost 25% more. Insurrectionist gain all Vehicle Modifications at Half cR Price.



POINT MAN EQUIPMENT	
MA37 Assault Rifle	Hardcase
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Hardcases	UNSC/Insurrectionist BDU

MARKSMAN EQUIPMENT	
M392 DMR or M395 DMR	Hardcase
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical eyepiece
Two tactical Hardcases	UNSC/Insurrectionist BDU

CLOSE QUARTERS EQUIPMENT	
M45 Tactical Shotgun	Hardcase
M6 series pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical eyepiece
Two tactical Hardcases	UNSC/Insurrectionist BDU

HEAVY SUPPORT EQUIPMENT	
AIE-486H Heavy Machine Gun	Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical Softcase	UNSC/Insurrectionist BDU

HEAVY SQUAD SUPPORT EQUIPMENT	
M735 Light Machine Gun or HMG-38	Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical Softcase	UNSC/Insurrectionist BDU

LONG RANGED SPECIALIST EQUIPMENT	
Sniper Rifle System Rifle or Sniper Rifle System 99	Tactical Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Two Flashbang	Holographic Tactical eyepiece
Tactical Softcase	UNSC/Insurrectionist BDU

ANTI-ARMOR EQUIPMENT	
M41 Rocket Launcher	Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical Softcase	UNSC/Insurrectionist BDU

Colonial Militiaman

"We won't be getting reinforcements for another week. Too bad for them, that means this'll only be a fair fight for a short time."

CHARACTERISTICS									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
25	25	25	25	25	25	25	25	25	25
TIER: 2					**EXPERIENCE COST: 1,400**				
UPBRINGING: Any					**TRAINING:** Basic and Infantry				

CHARACTERISTIC ADVANCEMENTS			
STR	**T**	**WFR**	**--**
+5 Simple	+5 Simple	+5 Simple	--

PHYSICAL ATTRIBUTES	
HEIGHT	**170 centimeters (5'6 ft.) – 193 centimeters (6'4 ft.)**
WEIGHT	**58 kilograms (130 lb.) – 104 kilograms (230 lb.)**
SIZE	**Normal**

SOLDIER TYPE SPECIAL RULES
The Militiaman begins with the Human Weaponry Racial Training at Character Creation.
The Militiaman begins with two Skills of their choosing at +10 at Character Creation.
SQUAD UP: When with others from the Army, Marine, Air Force, Navy, ORION, ODST, Militiaman, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

INSURRECTIONIST
If an Insurrectionist was chosen, then any weapon without the [I] Tag will cost 25% more. Insurrectionist gain all Vehicle Modifications at Half cR Price.

MARKSMAN EQUIPMENT	
M392 DMR	Hardcase
M6 series Pistol of the time	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Hardcases	UNSC Battle Dress Uniform

POINT MAN EQUIPMENT	
MA37 Assault Rifle	Hardcase
M6 series Pistol of the time	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Hardcases	UNSC Battle Dress Uniform

CLOSE QUARTERS EQUIPMENT	
M90 SCAWS Shotgun	Hardcase
M6 series Pistol	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical eyepiece
Two tactical Hardcases	UNSC Battle Dress Uniform

ASSAULT EQUIPMENT	
M7 Caseless SMG	Hardcase
M6 series Pistol of the time	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Three Flashbang Grenades	Holographic Tactical eyepiece
Two tactical Softcases	UNSC Battle Dress Uniform



UNSC or Insurrectionist Marine Soldier

"We're best of the best, and we'll prove it to anyone who disagrees."

CHARACTERISTICS									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
25	25	25	25	25	25	25	25	25	25
TIER: 2					**EXPERIENCE COST: 1,800**				
UPBRINGING: Any					**TRAINING:** Basic and Infantry				

CHARACTERISTIC ADVANCEMENTS			
STR	**AG**	**WFR**	**PER**
+5 Simple	+5 Simple	+10 Rookie	+5 Simple

PHYSICAL ATTRIBUTES	
HEIGHT	**170 centimeters (5'6 ft.) – 193 centimeters (6'4 ft.)**
WEIGHT	**58 kilograms (130 lb.) – 104 kilograms (230 lb.)**
SIZE	**Normal**

SOLDIER TYPE SPECIAL RULES
The Marine begins with the Human Weaponry Racial Training at Character Creation.
The Marine begins with four Skills of their choosing at Trained at Character Creation.
SQUAD UP: When with others from the Army, Marine, Air Force, Navy, ORION, ODST, Militiaman, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

INSURRECTIONIST
If an Insurrectionist was chosen, then any weapon without the [I] Tag will cost 25% more. Insurrectionists gain all Vehicle Modifications at Half cR Price.



POINT MAN EQUIPMENT	
MA5 series Assault Rifle	Hardcase
M6 series Pistol of the time	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC/Insurrectionist Battle Dress Uniform

MARKSMAN EQUIPMENT	
BR55 or BR85 Battle Rifle	Hardcase
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical eyepiece
Two tactical Hardcases	UNSC/Insurrectionist BDU

CLOSE QUARTERS EQUIPMENT	
M90 Close Assault Weapon System Shotgun	Hardcase
M6 series pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical eyepiece
Two tactical Hardcases	UNSC/Insurrectionist BDU

HEAVY SUPPORT EQUIPMENT	
AIE-486H Heavy Machine Gun	Hardcase
M6 series Pistol	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical eyepiece
Two tactical Hardcases	UNSC/Insurrectionist BDU

HEAVY SQUAD SUPPORT EQUIPMENT	
M735 Light Machine Gun or HMG-38	Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical Softcase	UNSC/Insurrectionist BDU

LONG RANGED SPECIALIST EQUIPMENT	
Sniper Rifle System Rifle or Sniper Rifle System 99	Tactical Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Two Flashbang	Holographic Tactical eyepiece
Tactical Softcase	UNSC/Insurrectionist BDU

ANTI-ARMOR EQUIPMENT	
M57 Pilum Rocket Launcher	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical Softcase	UNSC/Insurrectionist BDU

UNSC or Insurrectionist Air Force Soldier

"Just remember, boys. We're the apex predators."

CHARACTERISTICS									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
25	25	25	25	25	25	25	25	25	25
TIER: 2					**EXPERIENCE COST: 1,800**				
UPBRINGING: Any					**TRAINING:** Basic and Infantry				

CHARACTERISTIC ADVANCEMENTS			
AG	**WFR**	**PER**	**--**
+10 Rookie	+5 Simple	+10 Rookie	--

PHYSICAL ATTRIBUTES	
HEIGHT	**170 centimeters (5'6 ft.) – 193 centimeters (6'4 ft.)**
WEIGHT	**58 kilograms (130 lb.) – 104 kilograms (230 lb.)**
SIZE	**Normal**

SOLDIER TYPE SPECIAL RULES

The Air Force Soldier begins with the Human Weaponry Racial Training at Character Creation.

The Air Force Soldier begins with three Skills of their choosing Trained at Character Creation.

The Air Force Soldier is able to purchase any UNSC Military Vehicle at 1/3rd its listed cR price. This Vehicle is added to the Character's Starting Equipment and cannot be sold or traded in.

Between Missions, the Character may swap their current starting equipment vehicle for another, but no refund is given and they must pay the 1/3rd cost of the new vehicle.

This Vehicle replenishes and is repaired between Missions. The vehicle is considered the Party's vehicle, it does not only belong to the Air Force Pilot.

SQUAD UP: When with others from the Army, Marine, Air Force, Navy, ORION, ODST, Militiaman, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

INSURRECTIONIST

If an Insurrectionist was chosen, then any weapon without the [I] Tag will cost 25% more. Insurrectionist gain all Vehicle Modifications at Half cR Price.

POINT MAN EQUIPMENT	
MA5 series Assault Rifle	Hardcase
M6 series Pistol of the time	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Hardcases	UNSC/Insurrectionist BDU

MARKSMAN EQUIPMENT	
BR55 or BR85 Battle Rifle	Hardcase
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical eyepiece
Two tactical Hardcases	UNSC/Insurrectionist BDU

CLOSE QUARTERS EQUIPMENT	
M90 Close Assault Weapon System Shotgun	Hardcase
M6 series pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical eyepiece
Two tactical Hardcases	UNSC/Insurrectionist BDU



UNSC or Insurrectionist Navy Technician

"I can do it blindfolded, sir."

CHARACTERISTICS									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
25	25	25	25	25	25	25	25	25	25
TIER: 2					**EXPERIENCE COST: 1,800**				
UPBRINGING: Any					**TRAINING:** Basic and Infantry				

CHARACTERISTIC ADVANCEMENTS			
--	**PER**	**INT**	--
--	+10 Rookie	+10 Rookie	--

PHYSICAL ATTRIBUTES	
HEIGHT	**170 centimeters (5'6 ft.) – 193 centimeters (6'4 ft.)**
WEIGHT	**58 kilograms (130 lb.) – 104 kilograms (230 lb.)**
SIZE	**Normal**

SOLDIER TYPE SPECIAL RULES
The Navy Technician begins with the Human Weaponry Racial Training at Character Creation.
The Navy Technician begins with three Skills of their choosing at Trained at Character Creation.
The Navy Technician begins with 2 Educations for Free at Character Creation.
SQUAD UP: When with others from the Army, Marine, Air Force, Navy, ORION, ODST, Militiaman, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

INSURRECTIONIST
If an Insurrectionist was chosen, then any weapon without the [I] Tag will cost 25% more. Insurrectionist gain all Vehicle Modifications at Half cR Price.

STANDARD EQUIPMENT	
M6 series or M6J Carbine Variant	Two Large Tactical Softcases
UNSC Portable TACPAD	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Multi-Tool Kit	Holographic Tactical Eyepiece
Six tactical Softcases	UNSC/Insurrectionist Battle Dress Uniform

GUARD EQUIPMENT	
BR55 or BR85 Battle Rifle	Hardcase
M6 series Pistol or M6J Carbine	Flashlight
UNSC Portable TACPAD	Combat Knife
Multi-Tool Kit	Holographic Tactical eyepiece
Three Tactical Hardcases	UNSC/Insurrectionist BDU



UNSC Marine Corps Orbital Drop Shock Troopers

"We go feet first, sir!"

CHARACTERISTICS									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
25	25	25	25	25	25	25	25	25	25
TIER: 3					**EXPERIENCE COST: 2,800**				
UPBRINGING: Any					**TRAINING:** Basic and Infantry				

CHARACTERISTIC ADVANCEMENTS			
STR	**T**	**AG**	**WFR**
+5 Simple	+5 Simple	+5 Simple	+10 Rookie
PER	**--**	**--**	**CR**
+5 Simple	--	--	+10 Rookie

PHYSICAL ATTRIBUTES	
HEIGHT	**170 centimeters (5'6 ft.) – 193 centimeters (6'4 ft.)**
WEIGHT	**58 kilograms (130 lb.) – 104 kilograms (230 lb.)**
SIZE	**Normal**

SOLDIER TYPE SPECIAL RULES

The ODST begins with the Human Weaponry Racial Training at Character Creation.

The ODST begins with three Skills of their choosing at +10 at Character Creation.

SQUAD UP: When with others from the Army, Marine, Air Force, Navy, ORION, ODST, Militiaman, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

BECOMING AN ODST

When a Soldier is becoming an ODST, they must have purchased the following Characteristic Advancements:

- +10 (Rookie) to Courage
- +5 (Simple) to Toughness

The Character must also have a minimum of 3,200 Experience total. When becoming an ODST, the Soldier does not gain any extra 'Soldier Type Special Rules' and does not gain any new Skills, Abilities, or Training.

The Character gains the ODST BDU of their choice and can swap their Equipment for any of the ODST Equipment sets.



POINT MAN EQUIPMENT	
MA5 series Assault Rifle of the time	Hardcase
M6 series or M6J Carbine Variant	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Hardcases	ODST BDU of Choice

ASSAULT AND AMBUSH EQUIPMENT	
M7 Silenced Caseless Submachine Gun	Hardcase
M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical eyepiece
Two tactical Hardcases	ODST BDU of Choice

CLOSE QUARTERS EQUIPMENT	
M45 Tactical Shotgun	Hardcase
M6 series pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical eyepiece
Two tactical Hardcases	ODST BDU of Choice

GENERAL PURPOSE GUNNERY EQUIPMENT	
M247 Machine Gun	Hardcase
M6 series Pistol	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Flashbang Grenade	Holographic Tactical eyepiece
One tactical Softcase	ODST BDU of Choice

LONG RANGED SPECIALIST EQUIPMENT	
Sniper Rifle System rifle	Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Two Flashbang Grenades	Holographic Tactical eyepiece
Two tactical Softcase	ODST BDU of Choice

ANTI-ARMOR EQUIPMENT	
M41 Rocket Launcher	Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical Softcase	ODST BDU of Choice

MARKSMAN EQUIPMENT	
BR55 or BR85 Battle Rifle	Hardcase
M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical eyepiece
Two tactical Hardcases	ODST BDU of Choice

UNSC/ONI Section I Operative

"<\ CLEARANCE: Classified [Level [redacted] and above]"

CHARACTERISTICS									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
25	25	25	25	25	25	25	25	25	25
TIER: 3					**EXPERIENCE COST: 2,250**				
UPBRINGING: Any					**TRAINING:** Basic and Infantry				

CHARACTERISTIC MODIFIER ADVANCEMENTS			
INT	**PER**	**CH**	**LD**
+5 Simple	+5 Simple	+5 Simple	+10 Rookie

PHYSICAL ATTRIBUTES	
HEIGHT	**170 centimeters (5'6 ft.) – 193 centimeters (6'4 ft.)**
WEIGHT	**58 kilograms (130 lb.) – 104 kilograms (230 lb.)**
SIZE	**Normal**

SOLDIER TYPE SPECIAL RULES

This Soldier Type should only be taken with GM Approval. The GM is advised to treat it with caution, as revealing a Spy in the players' ranks can lead to distrust and Dissension within the ranks.

The ONI Operative begins with the Human Weaponry Racial Training at Character Creation.

The ONI Operative may choose to mask themselves as an Army, Marine, Air Force, or Navy Soldier. The Player and Character both do not have to tell other Players or Characters their motives or that they are an ONI Operative.

If asked, any military paperwork or Military licenses are shown to be the chosen masked Soldier Type. This should reflect on their character page to help keep it a secret.

The ONI Operative begin at Rank of O-1, and can take the Command Specialization Package even if another Character in the Party already has it.

The ONI Operative gains the pay of their Rank, but gains a False Rank that the other Players and Characters see. This False Rank is to keep the ONI Operative classified and under cover.

The ONI Operative gains an extra Support Point at Character Creation and after each Mission.

All UNSC gear is at half price for the ONI Operative.

SQUAD UP: When with others from the Army, Marine, Air Force, Navy, ORION, ODST, Militiaman, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

SECTION I EXTRA INFORMATION

ONI Section I is the Intelligence-Gathering branch of ONI. SEC I Operatives are the codebreakers and espionage of the UNSC, relying on covering up and retrieving important intel.

SEC I Operatives have the option to call in evacuations of urban and colonial locations. Using one Support Point, they may call in a falsified Evacuation of any location. If the evacuation is legitimate for civilian survival, it is free.

The SEC I Operative has the ability to remove any and all intel sent to the party before any other Character or Player has a chance to see it. They may also replace it with their own falsified documents.

SEC I Operators have the ability to call in Army, Marine, Navy, and Air Force Infantry Support at half the cost. They also are able to call in Ordnance at 1/4th the original cost.

STANDARD EQUIPMENT	
MA5 series Assault Rifle of the time	Hardcase
WAYPOINT Comm	Flashlight
Interrogator Translator	Combat Knife
Spoofer	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC Battle Dress Uniform

MARKSMAN EQUIPMENT	
BR55 or BR85	Hardcase
WAYPOINT Comm	Flashlight
Interrogator Translator	Combat Knife
Spoofer	Holographic Tactical eyepiece
One tactical Softcase	UNSC Battle Dress Uniform

CLOSE QUARTERS EQUIPMENT	
M45 Tactical Shotgun	Hardcase
WAYPOINT Comm	Flashlight
Interrogator Translator	Combat Knife
Spoofer	Holographic Tactical eyepiece
Two tactical Softcases	UNSC Battle Dress Uniform



UNSC ORION Project Augmented Soldier
"Spartan 1/1.1"

"You were the best of the best, and we made you better."

CHARACTERISTICS									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
35	40	35	25	25	25	25	25	25	25
+1	+1	+1	MYTHIC CHARACTERISTICS						
TIER: 4				EXPERIENCE COST: 6,600					
UPBRINGING: Any				TRAINING: Basic, Infantry, Advanced					

CHARACTERISTIC ADVANCEMENTS			
WFM	WFR	PER	LD
+5 Simple	+10 Rookie	+5 Simple	+5 Simple

PHYSICAL ATTRIBUTES	
HEIGHT	170 centimeters (5'6 ft.) – 193 centimeters (6'4 ft.)
WEIGHT	65 kilograms (145 lb.) – 117 kilograms (260 lb.)
SIZE	Normal

SOLDIER TYPE SPECIAL RULES
The ORION Soldier begins with the Human Weaponry Racial Training at Character Creation.
ORION Soldiers gain a +20 bonus to Toughness Tests when resisting Flood Spores.
The ORION Soldier begins with six Skills of their choosing Trained at Character Creation.
SQUAD UP: When with others from the Army, Marine, Air Force, Navy, ORION, ODST, Militiaman, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

BECOMING AN ORION SOLDIER
EXPERIENCE COST: **4,000**
Any regular Humans can technically become an ORION Soldier. This is an augmentation that takes a month to complete, and a month of recovery. Humans becoming an ORION Soldier gain a boost to their Physical Characteristics, gaining a +10 to Strength and Agility, and a +15 to their Toughness. This is to show superior physical capabilities, and does not use up any of the Characteristic Advancements.



POINT MAN EQUIPMENT	
MA5 series Assault Rifle	Hardcase
M6 series or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Hardcases	UNSC/Insurrectionist BDU

MARKSMAN EQUIPMENT	
M392 DMR or M395 DMR	Hardcase
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical eyepiece
Two tactical Hardcases	UNSC/Insurrectionist BDU

CLOSE QUARTERS EQUIPMENT	
M45 Tactical Shotgun	Hardcase
M6 series pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical eyepiece
Two tactical Hardcases	UNSC/Insurrectionist BDU

HEAVY SUPPORT EQUIPMENT	
AIE-486H Heavy Machine Gun	Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical Softcase	UNSC/Insurrectionist BDU

HEAVY SQUAD SUPPORT EQUIPMENT	
M735 Light Machine Gun or HMG-38	Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical Softcase	UNSC/Insurrectionist BDU

LONG RANGED SPECIALIST EQUIPMENT	
Sniper Rifle System Rifle or Sniper Rifle System 99	Tactical Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Two Flashbang	Holographic Tactical eyepiece
Tactical Softcase	UNSC/Insurrectionist BDU

ANTI-ARMOR EQUIPMENT	
M41 Rocket Launcher	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical Softcase	UNSC/Insurrectionist BDU

UNSC/ONI Spartan II Augmented Soldier

"You have been called upon to serve, you will be trained… and you will become the best we can make of you. You will be the protectors of Earth and all her colonies."

CHARACTERISTICS									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
50	45	50	40	40	*25*	40	35	10	30
+3	+3	+3	MYTHIC CHARACTERISTICS						
TIER: 5					EXPERIENCE COST: 11,600				
UPBRINGING: Military					TRAINING: All				

PHYSICAL ATTRIBUTES	
HEIGHT	193 centimeters (6'4 ft.) – 226 centimeters (7'5 ft.)
WEIGHT	172 kilograms (380 lb.) – 181 kilograms (400 lb.)
SIZE	Large

SOLDIER TYPE SPECIAL RULES
The Spartan begins with the Emotionally Broken Ability and the Fast Foot Ability at Character Creation.
The Spartan gains four Skills at +10 at Character Creation.
The Spartan gains all Spartan II Augmentation Traits at Character Creation.
The Spartan II begins with all Racial and Weapon Training options at Character Creation.
SQUAD UP: When with others from the Spartan II, Spartan III, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

CARRYING WEIGHT
The Spartan doubles their Strength and Toughness when figuring Carrying Weight

ARMOR
Spartans have the choice between many sets of armor. Each costing a set amount of Experience to earn at Character Creation. Some are free, while others cost exponentially greater than others.
After Character Creation, Experience can no longer be used, and instead, a cR price is issued.
The GM may allow the Spartan to be given a cR Loan for the Armor. This Loan is paid off through the cR gained each Mission until it is paid off entirely.

ARMOR	EXPERIENCE COST	cR PRICE
ODST BDU of Choice	--	100
Black Body Suit	100	200
Semi-Powered Infiltration Armor	500	450
Mjolnir Mark IV	750	800
Mjolnir Mark V	1,250	1,000
Mjolnir Mark VI or VII	1,750	1,500
Mjolnir GEN II Mark I	2,250	2,000

POINT MAN EQUIPMENT	
MA5 series Assault Rifle	Hardcase
M6 series or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Two tactical Softcases

MARKSMAN EQUIPMENT	
M392 DMR or M395 DMR	Hardcase
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Flashbang Grenade	One tactical Softcase

CLOSE QUARTERS EQUIPMENT	
M45 Tactical Shotgun	Hardcase
M6 series pistol or M6J Carbine	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Three Flashbang Grenades	Two tactical Softcases

HEAVY SUPPORT EQUIPMENT	
AIE-486H Heavy Machine Gun	Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Flashbang	One tactical Softcase

HEAVY SQUAD SUPPORT EQUIPMENT	
M735 Light Machine Gun or HMG-38	Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Flashbang	One tactical Softcase

LONG RANGED SPECIALIST EQUIPMENT	
Sniper Rifle System Rifle or Sniper Rifle System 99	Tactical Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Two Flashbang	Tactical Softcase

ANTI-ARMOR EQUIPMENT	
M41 Rocket Launcher	Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Flashbang	One tactical Softcase



UNSC/ONI Spartan III Augmented Soldier

"Make the units better with new technology. Make more of them. And make them cheaper."

CHARACTERISTICS									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
50	45	45	40	40	25	40	40	20	25
+3	+3	+3	MYTHIC CHARACTERISTICS						
TIER: 5					EXPERIENCE COST: 11,600				
UPBRINGING: Military					TRAINING: All				

PHYSICAL ATTRIBUTES	
HEIGHT	193 centimeters (6'4 ft.) – 226 centimeters (7'5 ft.)
WEIGHT	172 kilograms (380 lb.) – 181 kilograms (400 lb.)
SIZE	Large

SOLDIER TYPE SPECIAL RULES
The Spartan begins with the Fast Foot Ability at Character Creation.
The Spartan gains four Skills at +10 at Character Creation.
The Spartan gains all Spartan III Augmentation Traits at Character Creation.
The Spartan III begins with all Racial and Weapon Training options at Character Creation.
SQUAD UP: When with others from the Spartan II, Spartan III, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

CARRYING WEIGHT
The Spartan doubles their Strength and Toughness when figuring Carrying Weight

SPARTAN III – GAMMA COMPANY
The Gamma Company Spartan IIIs gain the Adrenaline Rush Trait permanently. Gamma Company Spartans need a 'Smoother Drug' once every 24 hours, or will be considered under the constant effect of the Adrenaline Rush Ability, will receive a -20 Penalty on all Intellect Tests, and must make a Perception Test to recognize if someone is an Enemy or Ally. If the Gamma Spartan reaches 0 or less Wounds, Adrenaline Rush activates even when on Smoother Drugs. This wears off after two hours, if still 0 Wounds or under, they become unconscious. The Gamma Company Spartan begins with 10 Smoother Drug Kits.

ARMOR
Spartans have the choice between many sets of armor. Each costing a set amount of Experience to earn at Character Creation. Some are free, while others cost exponentially greater than others. After Character Creation, Experience can no longer be used, and instead, a cR price is issued. The GM may allow the Spartan to be given a cR Loan for the Armor. This Loan is paid off through the cR gained each Mission until it is paid off entirely.

ARMOR	EXPERIENCE COST	cR PRICE
ODST BDU of Choice	--	100
Black Body Suit	100	200
Semi-Powered Infiltration Armor	500	450
Mjolnir Mark IV	750	800
Mjolnir Mark V	1,250	1,000
Mjolnir Mark VI or VII	1,750	1,500
Mjolnir GEN II Mark I	2,250	2,000

POINT MAN EQUIPMENT	
MA5K Carbine	Hardcase
M6 series or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Two tactical Softcases

ASSAULT AND AMBUSH EQUIPMENT	
Two M7 Silenced Submachine Guns	Hardcase
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Flashbang Grenade	One tactical Softcase

CLOSE QUARTERS EQUIPMENT	
M45 Tactical Shotgun	Hardcase
M6 series pistol or M6J Carbine	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Three Flashbang Grenades	Two tactical Softcases

HEAVY SUPPORT EQUIPMENT	
AIE-486H Heavy Machine Gun	Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Flashbang	One tactical Softcase

HEAVY SQUAD SUPPORT EQUIPMENT	
M735 Light Machine Gun or HMG-38	Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Flashbang	One tactical Softcase

LONG RANGED SPECIALIST EQUIPMENT	
Sniper Rifle System Rifle or Sniper Rifle System 99	Tactical Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Two Flashbang	Tactical Softcase

ANTI-ARMOR EQUIPMENT	
M41 Rocket Launcher	Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Flashbang	One tactical Softcase



UNSC Spartan IV Augmented Soldier

"You are Spartans now. You stand side by side with your Spartan brothers and sisters."

CHARACTERISTICS									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
45	45	40	40	35	25	35	35	25	35
+3	+3	+3	MYTHIC CHARACTERISTICS						
TIER: 5					EXPERIENCE COST: 11,600				
UPBRINGING: Any					TRAINING: All				

PHYSICAL ATTRIBUTES	
HEIGHT	175 centimeters (5'8 ft.) – 226 centimeters (7'5 ft.)
WEIGHT	82 kilograms (180 lb.) – 181 kilograms (400 lb.)
SIZE	Large

SOLDIER TYPE SPECIAL RULES
The Spartan can call in Spartan Ordnance at a 25% discount.
The Spartan gains four Skills at +10 at Character Creation.
Spartan IVs gain the Fast Foot Ability at Character Creation.
The Spartan gains all Spartan III Augmentation Traits at Character Creation, except for the Catalytic Thyroid Implant.
The Spartan IV begins with all Racial Weapon Training options at Character Creation.
SQUAD UP: When with others from the Spartan II, Spartan III, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

CARRYING WEIGHT
The Spartan doubles their Strength and Toughness when figuring Carrying Weight

ARMOR
Spartans have the choice between many sets of armor. Each costing a set amount of Experience to earn at Character Creation. Some are free, while others cost exponentially greater than others.
After Character Creation, Experience can no longer be used, and instead, a cR price is issued.
The GM may allow the Spartan to be given a cR Loan for the Armor. This Loan is paid off through the cR gained each Mission until it is paid off entirely.

ARMOR	EXPERIENCE COST	cR PRICE
ODST BDU of Choice	--	100
Black Body Suit	100	200
Semi-Powered Infiltration Armor	500	450
Mjolnir Mark IV	750	800
Mjolnir Mark V	1,250	1,000
Mjolnir Mark VI or VII	1,750	1,500
Mjolnir GEN II Mark I	2,250	2,000

BECOMING A SPARTAN IV
All Human and ORION Soldier Types can become Spartan IVs. The next page describes the process and what a Player must do to properly update their Character.

POINT MAN EQUIPMENT	
MA5 series Assault Rifle	Hardcase
M6 series or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Two tactical Softcases

MARKSMAN EQUIPMENT	
M392 DMR or M395 DMR	Hardcase
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Flashbang Grenade	One tactical Softcase

CLOSE QUARTERS EQUIPMENT	
M45 Tactical Shotgun	Hardcase
M6 series pistol or M6J Carbine	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Three Flashbang Grenades	Two tactical Softcases

HEAVY SUPPORT EQUIPMENT	
AIE-486H Heavy Machine Gun	Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Flashbang	One tactical Softcase

HEAVY SQUAD SUPPORT EQUIPMENT	
M735 Light Machine Gun or HMG-38	Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Flashbang	One tactical Softcase

LONG RANGED SPECIALIST EQUIPMENT	
Sniper Rifle System Rifle or Sniper Rifle System 99	Tactical Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Two Flashbang	Tactical Softcase

ANTI-ARMOR EQUIPMENT	
M57 Pilum Rocket Launcher	Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Flashbang	One tactical Softcase



BECOMING A SPARTAN IV

All Human Characters and ORION Soldiers can opt into the Spartan IV Program if they meet various requirements. Other species, Spartan IIs, and Spartan IIIs cannot opt into this Program, as their bodies do not fit the requirements to make the augmentations possible.

Characters who have committed war crimes, has been Dishonorably Discharged, or have had multiple instances of being on Trial are prohibited from the Spartan IV Program.

BEING ACCEPTED INTO THE SPARTAN IV PROGRAM

Human and ORION Characters, during and after the year 2553, can enlist or be requested to join the Spartan IV Augmentation Program. Only with GM approval can a Character continue this path. When a Character does get accepted to do the operation, they undergo extreme biological augmentations that convert their current Soldier Type to the Spartan IV Soldier Type.

For a Character to be accepted, the GM makes the decision whether the UNSC would see them fit to join the Spartan Ranks. This can be through Skill, showing exemplary ability or prowess on the battlefield, or through special ONI fastback programs. The following section reveals the possible prerequisites that would allow the Character to advance through the program.

PREREQUISITES TO THE SPARTAN IV PROGRAM

THE FAST TRACK PROCESS

New Characters are not allowed to become Spartan IVs unless they have entered an ONI Fastback Program. These are special occurrences which happen to less than 0.1% of all applicants.

To enter through the Fastback Program, you must be able to offer an Education or series of Skills not related to combat that can be used to assist other Spartans. This can be seen as a Support Role.

THE VETERAN PROCESS

Characters that have a large amount of time in missions are eligible for the Spartan IV Program. This involves those who have had multiple types of missions spanning over 5 months' worth of active missions. The Character must also have a minimum of 6,000 earned Experience Points. This does not count Experience Points given at Character Creation.

Veterans of war have the highest chance of being put into the Spartan IV Program, and are generally pushed ahead of others due to their worth on the battlefield.

THE UTILITY PROCESS

Characters who offer the UNSC impressive Abilities, Skills, and Education are eligible for the Spartan IV Program. These Characters hold multiple highly trained Skills, large sets of Abilities, or advanced Educations.

Characters who have spent 5,500 Experience on Skills, Abilities, and Educations are eligible for the Spartan IV Program. Those who meet this requirement are wanted for their expertise in various fields that can prove useful to the UNSC.

THE SPARTAN IV AUGMENTATIONS

TIME AND PROCEDURE

Once eligible for the Spartan IV Program, Characters enter a waiting period. Veterans are given a 2-week waiting period, those within the Utility Process are given a 4-week waiting period, and those in the Fast Track Process are given a 6-week waiting period.

Once the Character is through their waiting period, they go in for the augmentation operation. These operations take only 5 hours to complete, but the Character needs time to heal and recover from the stress put on their body.

After the time spend healing, the Character undergoes a week of physical therapy and a month of training their new enhanced attributes.

YOUR NEW CHARACTERISTICS AND ATTRIBUTES

Once a Character is done with the many procedures, therapies, and training, they're ready to be placed on the battlefield. There are two sets of Characteristic Advancements that are given based on if the Character is a Human or an ORION Soldier.

These Advancements do not take up a Character's Characteristic Advancement, but instead adds to their Characteristics.

For example, if you have a Human Character, your base Strength Characteristic is 25. This means that the Character needs a +15 to their Strength Characteristic.

HUMAN CHARACTERISTIC ADVANCEMENTS									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
20	20	15	15	10	--	10	10	--	10

ORION CHARACTERISTIC ADVANCEMENTS									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
10	5	5	15	10	--	10	10	--	10

MYTHIC CHARACTERISTICS

On top of improved Characteristics, the Characters also gain Mythic Characteristics. Both Humans and ORION Soldiers get the same number of Mythic Characteristics. These Mythic Characteristics override the ORION's Mythic Characters, they do not add to them.

- +3 Mythic Strength
- +3 Mythic Toughness
- +3 Mythic Agility

SPARTAN IV EQUIPMENT

Once becoming a Spartan IV, the Character may choose whether or not they keep their current Equipment Kit, or if they decide to choose one from the sets offered by the Spartan IV Character Creation.

Any Character becoming a Spartan IV begin with the standard variant of Mjolnir GEN II Mark I Armor.

UNSC Smart AI

"Seven years, multiple lifetimes for others. Nothing holding me back."

CHARACTERISTICS									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
25	25	25	40	25	50	50	35	35	35
TIER: 4					**EXPERIENCE COST: 4,800**				
UPBRINGING: Any					**TRAINING:** All				

SOLDIER TYPE SPECIAL RULES

The UNSC Smart AI must have GM Approval before being used. A Smart AI is a powerful asset, and an incredibly expensive one at that.

An AI needs a Station to be operable, such as a computer systems or even advanced armors like Mjolnir.

The AI Soldier Type does not choose from the Specialization Packs. Instead, the Smart AI gains four Skills to begin with at +10, which becomes their Specialization.

The Smart AI begins with 3 Educations at +10 and all Educations can be purchased at half price.

Many Skills and Abilities will not work for the Smart AI, as they have limitations for something without a body. Always be aware what Ability or Skill you are purchasing to make sure the Smart AI can benefit from it.

Smart AI still begin with Wounds at Character Creation. For Smart AI, Wounds are their stability. Attacks are shown as power AI can use against other AI, operating systems, and programs, which use the Character's Strength and various Warfare Characteristics.

Smart AI begin with all Human and Misc. Languages learned. If after 2530, the Smart AI learns all Covenant Languages. If after 2553, the Smart AI learns all Forerunner Languages.

The standard lifespan for a Smart AI is 7 years.

Once the AI reaches the 7th year active, the AI begins to destabilize. Every month still Active, the AI must roll a Toughness Test. If failed, the Smart AI permanently loses 5 Wounds and 5 Toughness Characteristic.

Smart AI can connect to, and sync with, Human technology without any rolls needed. Connecting with Covenant Technology is at a -10 Penalty, and connecting with Forerunner Technology is at a -25 Penalty.

This does not include any attacks or infiltration Penalties that could be given.

MEMORY RECONSTRUCTION: If an AI is reaching the end of their Lifespan, and the year is 2558 or greater, an AI can go through Memory Reconstruction.

Memory Reconstruction allows the Smart AI to regain their Wounds and Toughness that was lost, but the AI will be out of service for 2 months to undergo the procedure and tests needed to make sure the AI is stable and ready for service once again.

MJOLNIR ARMOR INTERFACE ABILITIES

AI have special Abilities they can perform when coupled with a Spartan in Mjolnir Armor. These Abilities each take a Full Action to perform, unless specified otherwise by the rules or GM.

Shield Bolster: The AI is able to take power from a vehicle the Spartan is piloting. To Shield Bolster, the AI must choose which system to completely turn off on the Vehicle, making that system unusable. This then doubles the Energy Shields of the Mjolnir Armor. Possible systems to reroute power from vehicles includes Boost, energy and plasma weapons, or propulsion systems. If a Vehicle does not offer any of these, then Shield Bolster is not an option.

Reflex Assistance: The AI is able to take a Full Action to increase the Mjolnir User's Reflex Actions by giving a +20 Bonus to any Reflect Action taken. This includes Evasion, Parry, and Quickdraw Actions. This may be taken as an Extended Action.

Targeting: The AI is able to take a Full Action to increase the Mjolnir User's Perceptive Range by adding on the AI's Perceptive Range. The AI may make no other Actions during this, and this may be taken as an Extended Action.

Spotting: The AI is able to assist the Mjolnir User's Perception for any Characteristic or Skill Test. The AI must focus, performing no other Action. For each Half Action the AI is able to Focus for, the User gains a stacking +5 Bonus, to a maximum of +20.



United Earth Government Police Force

"When the going gets tough, we'll get tougher."

CHARACTERISTICS									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
25	25	25	25	25	25	25	25	25	25
TIER: 2					**EXPERIENCE COST: 1,000**				
UPBRINGING: Any					**TRAINING:** Basic and Infantry				

CHARACTERISTIC ADVANCEMENTS			
WFR	**--**	**--**	**LD**
+5 Simple	--	--	+5 Simple

PHYSICAL ATTRIBUTES	
HEIGHT	**170 centimeters (5'6 ft.) – 193 centimeters (6'4 ft.)**
WEIGHT	**58 kilograms (130 lb.) – 104 kilograms (230 lb.)**
SIZE	**Normal**

SOLDIER TYPE SPECIAL RULES
The Policeman begins with the Human Weaponry Racial Training at Character Creation.
The Policeman begins with one Skill of their choosing at +10 at Character Creation.
The Policeman begins with the Human Law Education at Character Creation.
Police cannot Purchase anything from the Covenant and Forerunner Armories. Anything purchased from the UNSC Armory is at double the Price, unless the weapon specifies otherwise.
PROTECT AND SERVE: When around Civilians in distress or in danger, Policemen gain a +20 Bonus in Courage.
CRISIS: In times of Crisis, the Policeman gains access to the time period's UNSC Standard BDU Armor. During this, the Character also has the option to replace their two Flashbang Grenades with two M9 Dual-Purpose Grenades. The is not permanent, and only lasts during major events, such as Covenant invasions, Insurrectionist Attacks, and other GM-specified events.
SQUAD UP: When with others from the United Earth Government Police Force; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.



POINT MAN EQUIPMENT	
MA37 Assault Rifle	Hardcase
M6B or M6K	Flashlight
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	Police Equipment Package
Police Battle Dress Uniform	COM Pad
Pistols and Revolvers	Rifles, Carbines, Shotguns

CLOSE-RANGE EQUIPMENT	
M7 Caseless Submachine Gun	Hardcase
M6B or M6K	Flashlight
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	Police Equipment Package
Police Battle Dress Uniform	COM Pad

CQC EQUIPMENT	
DTM Shotgun	Hardcase
Riot Shield	Flashlight
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	Police Equipment Package
Police Battle Dress Uniform	COM Pad

MARKSMAN EQUIPMENT	
M392 DMR	Hardcase
M6C Pistol	Flashlight
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	Police Equipment Package
Police Battle Dress Uniform	COM Pad

Human Civilian

"I'm not sitting by and watching my world, and everything in it, go to hell."

CHARACTERISTICS									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
25	25	25	25	25	25	25	25	25	25
TIER: 0					**EXPERIENCE COST: 0**				
UPBRINGING: Any					**TRAINING:** None				
PHYSICAL ATTRIBUTES									
HEIGHT	**170 centimeters (5'6 ft.) – 193 centimeters (6'4 ft.)**								
WEIGHT	**58 kilograms (130 lb.) – 104 kilograms (230 lb.)**								
SIZE	**Normal**								
SOLDIER TYPE SPECIAL RULES									
Purchasing anything from Covenant or Forerunner Armories are **impossible**. UNSC Weapons are at triple the price, while weapons with the Insurrectionist Tag [I] are at double the price.									
The Civilian may begin with up to 2 Educations at half their Experience Cost.									
SQUAD UP: When with other Civilians, the Civilian gains +5 Courage.									
SPECIALIZATION LIMITATIONS									
The Civilian does not select from any Specializations.									



JOINING A HUMAN MILITARY BRANCH

Civilian Characters can join any Branch of the UNSC Military, or even the Insurrectionists. When a Character decides to join a Military Branch, the most the Character will need to give up is time. Characters must spend time learning and training.

JOINING THE UNSC DEFENSE FORCE

When joining the UNSCDF, Characters have 5 branches to choose from, each with their own training times and an Experience Cost tied to it. To join the Branch, the time needed and Experience must both be spent. This should be done between any Missions, unless the Character is to not join the Party until their training is finished.

Once the Character begins this process, they are not able to be used in any Missions or events the GM may have until the Character has fully progressed into the Branch they're attempting to join.

CHOOSING A BRANCH AND RECEIVING BENEFITS

The following section shows the Experience Cost, Time Needed, and benefits gained for each Branch of the Military. When upgrading to a Branch from a Civilian, you're essentially replacing your Soldier Type with an improved version.

If the Branch you're joining offers a Skill at Trained or +10, you cannot choose a Skill Already-Trained to Train again. You may use one of your free +10 Skills to increase an already-Trained Skill.

SQUAD UP

When joining any Branch of the Military, all Characters gain the Squad Up perk. This Perk is given to and shared by all common Human Soldier Types, allowing each other to stay calm and perform better when combining tasks and working together.

SQUAD UP
When with others from the Army, Marine, Air Force, Navy, ORION, ODST, Militiaman, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

EQUIPMENT

When a Character has finished their Training, and have spent the Experience needed, the Character is now officially in the Military. This gives them access to Military-grade equipment. They are no longer a Civilian.

The Character is now able to choose one of the Equipment Packs from the Soldier Type they chose to become.

SPECIALIZATION PACKS

Now that the Character is no longer a Civilian, they are now able to choose from the Specialization Packs. This gives them a set of Abilities and Skills that they can choose to increase their Character's usefulness in combat.

WHEN CHANGING SOLDIER TYPES

Now that the Character is no longer a Civilian, they must abide to the rules of each Soldier Type. This means having access to the various Armories and having Equipment Packs. The Civilian also no longer has the limitations of Civilian.

JOINING THE MILITIA			
EXPERIENCE COST	TIME NEEDED		EXPERIENCE TIER
1,000	3 Months		1
CHARACTERISTIC ADVANCEMENTS			
STR	T	WFR	--
+5 Simple	+5 Simple	+5 Simple	--
SOLDIER TYPE SPECIAL RULES			
The Civilian gains the Human Weaponry Racial Training.			
The Civilian gains two free Skills of their choosing at +10.			

JOINING THE ARMY			
EXPERIENCE COST	TIME NEEDED		EXPERIENCE TIER
1,600	4 Months		2
CHARACTERISTIC ADVANCEMENTS			
STR	WFR	PER	CR
+5 Simple	+5 Simple	+5 Simple	+10 Rookie
SOLDIER TYPE SPECIAL RULES			
The Civilian gains the Human Weaponry Racial Training.			
The Civilian gains two free Skills of their choosing at +10.			

JOINING THE MARINES			
EXPERIENCE COST	TIME NEEDED		EXPERIENCE TIER
2,000	5 Months		2
CHARACTERISTIC ADVANCEMENTS			
STR	AG	WFR	PER
+5 Simple	+5 Simple	+10 Rookie	+5 Simple
SOLDIER TYPE SPECIAL RULES			
The Civilian gains the Human Weaponry Racial Training.			
The Civilian gains three free Skills of their choosing at +10.			

JOINING THE AIR FORCE			
EXPERIENCE COST	TIME NEEDED		EXPERIENCE TIER
2,000	5 Months		2
CHARACTERISTIC ADVANCEMENTS			
AG	WFR	PER	--
+10 Rookie	+5 Simple	+10 Rookie	--
SOLDIER TYPE SPECIAL RULES			
The Civilian gains the Human Weaponry Racial Training.			
The Civilian gains three free Skills of their choosing at +10.			
The Civilian, if allowed by the GM, may begin with a Falcon, Hornet, or Kestrel for 500 cR. This cR does not need to be paid right away, and can be deducted from Mission payouts. This vehicle is to be considered the Party's vehicle, and not only the Air Force Soldier's If the GM does not want an aerial vehicle, the Experience Cost of this Soldier Type is reduced by 400.			

JOINING THE NAVY			
EXPERIENCE COST	TIME NEEDED		EXPERIENCE TIER
1,500	4 Months		2
CHARACTERISTIC ADVANCEMENTS			
WFR	PER	INT	--
--	+10 Rookie	+10 Rookie	--
SOLDIER TYPE SPECIAL RULES			
The Civilian gains the Human Weaponry Racial Training.			
The Civilian gains three free Skills of their choosing at +10.			
The Civilian gains two Educations for Free.			

THE COVENANT EMPIRE

The Covenant Empire, a powerful and tremendous theocratic hegemony. A religious militaristic empire created by the conglomeration of San'Shyuum and Sangheili. The Covenant Empire formed from a multitude of alien races, spanning a substantial portion of the Orion Arm of the Milky-Way Galaxy. The size of the Covenant Empire dwarfs the known space Humanity has explored.

Throughout the Covenant Empire, the most known and controlling belief is a religion built on Forerunner relics based on mistranslation and misguidance. The San'Shyuum are the leaders, known as Prophets to the other species. They control with an iron fist and a strict hand, with aide from their Sangheili brethren.

The Covenant were eventually tricked into war against Humanity from the carelessness and recklessness of the Prophets attempting to hide information that tied Humanity to the Forerunners.

THE FALL OF THE COVENANT EMPIRE

Throughout the war, Humanity were on challenging times, nearing the brink of absolute genocide by the hands of the Covenant and the now-awakened Flood.

Due to the power-hungry and determined Prophets, a civil war broke out. The Prophets had cast aside their brethren, the Sangheili, for what they believed to be a much stronger and more protective ally, the Jiralhanae. This began The Great Schism. A massive civil war that gave Humanity and the Flood easy means of stronger counter attacks, as the Covenant no longer had a strong semblance of structure of command. In the year 2552, the Covenant Empire was at their breaking point.

Eventually, the Covenant Empire fell, and the rise of Covenant splinter factions began. This became a great grab for power, as the UNSC and Humanity used this time to begin rebuilding.

SWORDS OF SANGHEILIOS

During the Great Schism and the fall of the Covenant, Thel 'Vadam created a break-away faction of the Covenant composed mainly of Sangheili. This movement was founded as a rebellion against the San'Shyuum, rapidly growing as the Covenant Empire finished its collapse.

Eventually, the Swords of Sangheilios would begin restoration of their home worlds, their societies, and their people. Thel, after working with Humanity on shaky terms and an uncertain alliance, began forming a stronger alliance with the UNSC.

JUL 'MDAMA'S COVENANT

At the death of the Covenant Empire were born desperate splinter factions. Jul 'Mdama approached Kaidon Panom, two Sangheili that were once expelled from the Covenant Empire during the Great Schism, to create their own Covenant. In 2553, directly after the events of the Great Schism, Jul 'Mdama's Covenant was born.

Jul 'Mdama was still incredibly hostile towards Humanity and attempting to rebuild where the Covenant had left off. Jul traveled to Sangheili colonies who were unaware of the Great Schism to recruit for his faction. Jul amassed Forerunner and Covenant technology to eradicate humanity, and no longer viewed the Forerunner as Gods. With this, Jul turned his sights on the Swords of Sangheilios and began an all-out-assault.

ATRIOX AND THE BANISHED

Long before the Schism, Atriox was a warrior in a Jiralhanae clan. The Covenant Empire would use Atriox's clan as suicide fodder for destroying and assaulting the front lines of battle, allowing Sangheili and others to easily flank and take down human enforcements with little casualty.

Atriox would emerge the only survivor of his clan's final mission. Already a nonbeliever of the Great Journey or the holiness of Forerunner artifacts, Atriox saw no reason to be at war with Humanity. Due to this, his assassination was ordered by San'Shyuum Prophets.

Atriox, managing to survive the assassination, rebelled against the Covenant Empire, forming The Banished. Over time, The Banished faction grew and might, becoming a mercenary organization that waged war on the Covenant, forcing the mighty Empire to fight two enemies at once.

COVENANT CHARACTER CREATION

Unlike the Human section of Character Creation, the Covenant Species have a Civilian and a Combat Trained variant of most species. Characters must begin as the untrained Civilian before moving on to become combat Trained.

At Character Creation, a Character may skip being a Civilian by paying both the Civilian Experience Cost and the Combat Training Experience Cost. This would be the equivalent of choosing a UNSC Marine over beginning as a Human Civilian and joining the Military.

COVENANT CIVILIANS

Similar to the Human Civilians, Covenant Civilians are untrained Characters who have no current military training or expertise. These Characters must purchase the ability to become Combat Trained with the set amount of Experience listed under the Combat Trained section, generally located under the Civilian.

Once Purchased, the Civilian must train for a set amount of time, which will allow give them access to Equipment Packs, a Specialization pack, and any other listed Special Rules, Skills, and Abilities.

COMBAT TRAINED

Characters who have become Combat Trained start at the first Rank of their Race or Soldier Type, unless specified otherwise. Once Trained, the Character is no longer held back by disadvantages gained through being a Civilian, and are held by the laws and structure of the Covenant Military and Ministries.

WEAPON TRAINING

All Covenant species come knowing their Faction Training at Character Creation.

BANISHED WEAPONS

Banished Characters have access to the Covenant Armory and Banished Armories at no extra cost. To play as Banished, you only need to use the Covenant Soldier Types but are able to choose from a wider variety of equipment.

COVENANT UNGGOY

"We're gonna go down in history!"

CIVILIAN

CHARACTERISTICS									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
30	25	15	25	25	15	25	20	25	25
TIER: 0					**EXPERIENCE COST: 0**				
UPBRINGING: Any					**TRAINING:** Basic and Infantry				

PHYSICAL ATTRIBUTES	
HEIGHT	**138 centimeters (4'7 ft) – 167 centimeters (5'6 ft)**
WEIGHT	**113 kilograms (248 lb.) – 118 kilograms (260 lb.)**
SIZE	**Normal**

SOLDIER TYPE SPECIAL RULES
Covenant Civilians are not allowed to purchase weapons from UNSC and Forerunner armories. Purchasing from the Covenant Armory costs 3 times extra.
The Unggoy is able to learn all Languages at half the Experience Cost.
The Unggoy must pay double the Experience to learn Educations.
The Civilian may spend 1,000 Experience and 2 Months of Combat Training to become a Combat Trained Unggoy. Combat Training gives the Unggoy a Specialization pack, an Equipment Pack, and a new set of Soldier Type Special Rules.
SQUAD UP: When with other Civilians, the Civilian gains +5 Courage. This is lost if the Unggoy becomes Combat Trained.
METHAN TANK: All Unggoy gain a Methane Tank at Character Creation.
METHANE JUMP: An Unggoy can use their Methane Tank as a micro jump-pack. They're able to triple the height of an Unggoy's jump. Using this depletes the Methane by 10, of a 40-unit tank. The tank filters Methane 5 units per Round.
LIMITATIONS
The Civilian Unggoy is not able to select an Equipment Pack or a Specialization pack.

COMBAT TRAINING

COMBAT TRAINED	
TIER: **2**	EXPERIENCE COST: **1,000**

CHARACTERISTIC ADVANCEMENTS			
STR	**T**	**WFM**	**WFR**
+5 Simple	+5 Simple	+5 Simple	+5 Simple

SOLDIER TYPE SPECIAL RULES
The Combat Trained Unggoy is no longer limited to what Armory they can purchase from and are no longer forced to pay triple the amount for the Covenant Armory.
The Unggoy can select a Specialization pack and an Equipment Pack.
SQUAD UP: When with others Unggoy, the Unggoy gains +5 Courage. This is lost if the Commanding Unit dies or becomes incapacitated.

DEACON

BECOMING A DEACON
EXPERIENCE COST: **1,000**
DEACON SPECIAL RULES
The Unggoy can become a Deacon once it has spent a minimum of 1,200 Experience on Educations.
Deacon is a religious Rank of the Covenant that allows Unggoy to have influence over the actions of the Covenant Ministries. Becoming a Deacon is done through Intellect and Education.
Deacons do not have to report to a higher ranking Jiralhanae or Sangheili. Deacons are also able to spend a Support Point to contact a San'Shyuum Prophet for support or information.
Deacons no longer must pay double the Experience to learn Educations.
Deacons can lead their own groups of Grunts and Jackals, and can purchase an Unggoy Goblin vehicle at half price.

ANTI-INFANTRY EQUIPMENT	
Plasma Pistol	Equipment Pouch
Two Plasma Grenades	Flashlight
Curveblade	Methane Tank
Unggoy Combat Harness	

GUIDED MUNITIONS EQUIPMENT	
Needler	Equipment Pouch
Plasma Grenades	Flashlight
Curveblade	Methane Tank
Unggoy Combat Harness	

HEAVY WEAPONS EQUIPMENT	
Plasma Launcher	Equipment Pouch
Plasma Grenades	Flashlight
Curveblade	Methane Tank
Unggoy Combat Harness	



COVENANT SANGHEILI

"All who walk the blessed path will find salvation...even in death."

CIVILIAN

CHARACTERISTICS									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
45	45	45	35	35	25	25	35	25	30
+5	+2	+4	MYTHIC CHARACTERISTICS						
TIER: 4					EXPERIENCE COST: 5,900				
UPBRINGING: Any					TRAINING: Basic, Infantry, Melee				

PHYSICAL ATTRIBUTES	
HEIGHT	223 centimeters (7'4 ft) – 259 centimeters (8'6 ft)
WEIGHT	139 kilograms (310 lb.) – 178 kilograms (390 lb.)
SIZE	Large

SOLDIER TYPE SPECIAL RULES

Covenant Civilians are not allowed to purchase weapons from UNSC and Forerunner armories. Purchasing from the Covenant Armory costs 3 times extra.

Sangheili are given a -20 Penalty to Climbing and Swimming Tests.

When figuring their Leaping Distance, the Sangheili adds +2 to their Agility Modifier.

ANCESTRAL HONOR: Ancestral Honor allows a Sangheili to increase their Mythic Characteristics. This works the same way one would purchase Characteristic Advancements, as the previous Tier must be purchased before the next tier may be.

The Strength, Toughness, and Agility Mythic Characteristics may all be increased twice. The first for each Mythic Characteristic costs 400 Experience, while the second costs 800.

BLOODLINE: Paying 1,000 Experience will allow the Character to have an honored and powerful family bloodline. This lets the Character begin with an Energy Dagger.

Once the Character has completed 4 Missions, the Sangheili earns the right to use the Energy Sword, which replaces the Energy Dagger.

The GM may decide if larger-scale missions count as more than one Mission completion.

LIMITATIONS

The Civilian Sangheili is not able to select an Equipment Pack or a Specialization pack.

COMBAT TRAINING

COMBAT TRAINED			
TIER: **4**		EXPERIENCE COST: **1,800**	
CHARACTERISTIC ADVANCEMENTS			
WFM	**WFR**	**PER**	**--**
+10 Rookie	+10 Rookie	+5 Simple	--

SOLDIER TYPE SPECIAL RULES

The Combat Trained Sangheili is no longer limited to what Armory they can purchase from and are no longer forced to pay triple the amount for the Covenant Armory.

The Trained Sangheili gains two Skills of their choosing at +10.

When becoming Combat Trained, the Sangheili gains access to an Equipment Pack and a Specialization pack.

SPEC-OPS: Paying 1,000 Experience will allow the Character to become a Spec-Ops Soldier. This allows the Sangheili to take the equivalent Rank of the Covenant Fleet Security.

Becoming a Spec-Ops Soldier gains the Spec Ops Harness, alongside the Active Camo Cloaking System Equipment. This replaces the Sangheili Combat harness.

STANDARD EQUIPMENT	
Plasma Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Sangheili Combat Harness	

GUIDED MUNITIONS EQUIPMENT	
Needler	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Sangheili Combat Harness	

GUNNERY EQUIPMENT	
Plasma Repeater	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Sangheili Combat Harness	

MARKSMAN EQUIPMENT	
Covenant Carbine	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Sangheili Combat Harness	

CARRYING WEIGHT
The Sangheili doubles their Strength and Toughness when figuring Carrying Weight



COVENANT JIRALHANAE

"Hunt to kill and kill to eat. War just makes it easier."

CIVILIAN

CHARACTERISTICS									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
40	45	35	20	35	20	35	30	15	25
+8	+4	+5	MYTHIC CHARACTERISTICS						
TIER: 4					EXPERIENCE COST: 5,900				
UPBRINGING: Any					TRAINING: Basic, Infantry, Melee				

PHYSICAL ATTRIBUTES	
HEIGHT	223 centimeters (7'4 ft) – 280 centimeters (9'2 ft)
WEIGHT	500 kilograms (1,100 lb.) – 680 kilograms (1,500 lb.)
SIZE	Large, Huge

SOLDIER TYPE SPECIAL RULES

Covenant Civilians are not allowed to purchase weapons from UNSC and Forerunner armories. Purchasing from the Covenant Armory costs 3 times extra.

The Jiralhanae begins with the Berserker Ability and a +10 to Smell-Based Perception Tests.

The Jiralhanae doubles their Toughness Modifier when figuring Wounds.

JOURNEY OF THE HUNTER: This allows a Jiralhanae to increase their Mythic Characteristics. This works the same way one would purchase Characteristic Advancements, as the previous Tier must be purchased before the next tier may be.

The Strength, Toughness, and Agility Mythic Characteristics may all be increased twice. The first for each Mythic Characteristic costs 400 Experience, while the second costs 800.

LIMITATIONS

The Civilian Jiralhanae is not able to select an Equipment Pack or a Specialization pack.

COMBAT TRAINING

COMBAT TRAINED	
TIER: **4**	EXPERIENCE COST: **1,600**

CHARACTERISTIC ADVANCEMENTS			
AG	INT	PER	LD
+5 Simple	+5 Simple	+5 Simple	+5 Simple

SOLDIER TYPE SPECIAL RULES

The Combat Trained Jiralhanae is no longer limited to what Armory they can purchase from and are no longer forced to pay triple the amount for the Covenant Armory.

The Trained Jiralhanae gains two Skills of their choosing at +10.

When becoming Combat Trained, the Jiralhanae gains access to an Equipment Pack and a Specialization pack.

PACK LEADER: Paying 1,000 Experience will allow the Character to become a Chieftain. The Chieftain trades all their starting weapons from their Equipment Pack for a Gravity Hammer.

The Jiralhanae also gains the rank of Pack Leader. To become a Chieftain, the Jiralhanae must have a minimum Leadership of 60.

STALKER: Paying 1,000 Experience will allow the Character to become a Stalker. This allows the Jiralhanae to take the equivalent Rank of the Covenant Fleet Security.

Becoming a Spec-Ops Soldier gains the Stalker Harness. This replaces the Jiralhanae Combat harness.

SPIKER EQUIPMENT	
Spiker	Two Equipment Pouch
Spiker or Mauler	Radar Jammer
Two Spike or Flame Grenade	Jiralhanae Combat Knife
Jiralhanae Combat Harness	

GUIDED MUNITIONS EQUIPMENT	
Needler	Two Equipment Pouch
Plasma Pistol	Bubble Shield
Two Spike or Flame Grenade	Jiralhanae Combat Knife
Jiralhanae Combat Harness	

SUPPRESSOR EQUIPMENT	
Concussion Rifle	Equipment Pouch
Jiralhanae Combat Knife	Power Drainer
Spike or Flame Grenade	Jiralhanae Combat Harness

EXPLOSIVE EQUIPMENT	
Brute Shot	Equipment Pouch
Jiralhanae Combat Knife	Deployable Cover
Spike or Flame Grenade	Jiralhanae Combat Harness

CARRYING WEIGHT
The Jiralhanae doubles their Strength and Toughness when figuring Carrying Weight



COVENANT KIG-YAR RUUTIAN

"Snipers, Pirates, and Mercenaries. Where do I sign up?"

CIVILIAN

CHARACTERISTICS									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
20	15	30	40	20	25	40	25	15	25
		+1	MYTHIC CHARACTERISTICS						
TIER: 1					EXPERIENCE COST: 500				
UPBRINGING: Any					TRAINING: Basic and Infantry				
PHYSICAL ATTRIBUTES									
HEIGHT	176 centimeters (5'9 ft) – 203 centimeters (6'8 ft)								
WEIGHT	63 kilograms (140 lb.) – 93 kilograms (210 lb.)								
SIZE	Normal								
SOLDIER TYPE SPECIAL RULES									
Kig-Yar Civilians are allowed to purchase from the Covenant and Human Armories. They are unable to purchase from the Forerunner Armories.									
Kig-Yar doubles their Characteristic Modifier when figuring Jump Actions.									
Kig-Yar gain the Natural Weapon Trait.									
LIMITATIONS									
The Civilian Kig-Yar is unable to select an Equipment Pack or a Specialization pack.									

COMBAT TRAINING

COMBAT TRAINED			
TIER: 3		EXPERIENCE COST: 2,200	
CHARACTERISTIC ADVANCEMENTS			
STR	T	WFM	WFR
+5 Simple	+5 Simple	+5 Simple	+10 Rookie
SOLDIER TYPE SPECIAL RULES			
The Combat Trained Kig-Yar is no longer limited to what Armory they can purchase from.			
The Trained Kig-Yar gains two Skills of their choosing at +10.			
The Kig-Yar is able to select a Specialization pack and an Equipment Pack.			
Kig-Yar are not constrained to Covenant law allowing them to use Human weapons.			
The Kig-Yar is able to choose from two types of Shield. A set of Wrist Point Defense Gauntlets, or the standard Point Defense Gauntlet. These can be interchanged between Missions.			
SQUAD UP: When with other Kig-Yar; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.			

ANTI-INFANTRY EQUIPMENT	
Plasma Rifle	Two Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	

GUIDED MUNITIONS EQUIPMENT	
Needler	Two Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	

RANGER EQUIPMENT	
Needle Rifle	Two Equipment Pouch
Targeting Headgear	Curveblade
Two Plasma Grenade	Kig-Yar Sealed Suit
Kig-Yar Combat Harness	

SUPPRESSOR EQUIPMENT	
Storm Rifle	Two Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	

HEAVY PLASMA EQUIPMENT	
Concussion Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Plasma Grenade	Curveblade
Kig-Yar Combat Harness	

MARKSMAN EQUIPMENT	
Covenant Carbine	Two Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	

EXTREME RANGE EQUIPMENT	
Beam Rifle	Two Equipment Pouch
Two Plasma Grenades	Flashlight
Curveblade	Kig-Yar Combat Harness



COVENANT KIG-YAR T'VAOAN

"Saw one of those chickens nearly catch up to my Mongoose."

CIVILIAN

CHARACTERISTICS									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
20	20	40	25	25	25	25	25	15	25
		+6	MYTHIC CHARACTERISTICS						
TIER: 1					EXPERIENCE COST: 1,000				
UPBRINGING: Any					TRAINING: Basic and Infantry				

PHYSICAL ATTRIBUTES	
HEIGHT	176 centimeters (5'9 ft) – 203 centimeters (6'8 ft)
WEIGHT	63 kilograms (140 lb.) – 93 kilograms (210 lb.)
SIZE	Normal

SOLDIER TYPE SPECIAL RULES
Kig-Yar Civilians are allowed to purchase from the Covenant and Human Armories. They are unable to purchase from the Forerunner Armories.
The Kig-Yar T'vaoan multiplies their Characteristic Modifier by 3 when figuring Jump Actions.
Kig-Yar gain the Natural Weapon Trait.
LIMITATIONS
The Civilian Kig-Yar is unable to select an Equipment Pack or a Specialization pack.

COMBAT TRAINING

COMBAT TRAINED			
TIER: 3		EXPERIENCE COST: 2,200	
CHARACTERISTIC ADVANCEMENTS			
STR	**T**	**AG**	**WFM**
+5 Simple	+5 Simple	+10 Rookie	+5 Simple

SOLDIER TYPE SPECIAL RULES
The Combat Trained Kig-Yar is no longer limited to what Armory they can purchase from.
The Trained Kig-Yar gains two Skills of their choosing at +10.
The Kig-Yar is able to select a Specialization pack and an Equipment Pack.
Kig-Yar are not constrained to Covenant law allowing them to use Human weapons.
The Kig-Yar is able to choose from two types of Shield. A set of Wrist Point Defense Gauntlets, or the standard Point Defense Gauntlet. These can be interchanged between Missions.
SQUAD UP: When with other Kig-Yar; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

ANTI-INFANTRY EQUIPMENT	
Plasma Rifle	Two Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	

GUIDED MUNITIONS EQUIPMENT	
Needler	Two Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	

RANGER EQUIPMENT	
Needle Rifle	Two Equipment Pouch
Targeting Headgear	Curveblade
Two Plasma Grenade	Kig-Yar Sealed Suit
Kig-Yar Combat Harness	

SUPPRESSOR EQUIPMENT	
Storm Rifle	Two Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	

HEAVY PLASMA EQUIPMENT	
Concussion Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Plasma Grenade	Curveblade
Kig-Yar Combat Harness	

MARKSMAN EQUIPMENT	
Covenant Carbine	Two Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	

EXTREME RANGE EQUIPMENT	
Beam Rifle	Two Equipment Pouch
Two Plasma Grenades	Flashlight
Curveblade	Kig-Yar Combat Harness



COVENANT KIG-YAR IBIE'SHAN

"Betcha he'll stop attacking you for some ham."

CIVILIAN

CHARACTERISTICS									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
25	35	25	25	25	25	35	20	15	25
+1			MYTHIC CHARACTERISTICS						
TIER: 1					**EXPERIENCE COST: 500**				
UPBRINGING: Any					**TRAINING:** Basic and Infantry				
PHYSICAL ATTRIBUTES									
HEIGHT	**176 centimeters (5'9 ft) – 203 centimeters (6'8 ft)**								
WEIGHT	**63 kilograms (140 lb.) – 93 kilograms (210 lb.)**								
SIZE	**Normal**								
SOLDIER TYPE SPECIAL RULES									
Kig-Yar Civilians are allowed to purchase from the Covenant and Human Armories. They are unable to purchase from the Forerunner Armories.									
Kig-Yar doubles their Characteristic Modifier when figuring Jump Actions.									
Kig-Yar gain the Natural Weapon Trait.									
LIMITATIONS									
The Civilian Kig-Yar is unable to select an Equipment Pack or a Specialization pack.									

COMBAT TRAINING

COMBAT TRAINED			
TIER: **3**		EXPERIENCE COST: **2,200**	
CHARACTERISTIC ADVANCEMENTS			
STR	**T**	**WFM**	**WFR**
+5 Simple	+10 Rookie	+5 Simple	+5 Simple
SOLDIER TYPE SPECIAL RULES			
The Combat Trained Kig-Yar is no longer limited to what Armory they can purchase from.			
The Trained Kig-Yar gains two Skills of their choosing at +10.			
The Kig-Yar is able to select a Specialization pack and an Equipment Pack.			
Kig-Yar are not constrained to Covenant law allowing them to use Human weapons.			
The Kig-Yar is able to choose from two types of Shield. A set of Wrist Point Defense Gauntlets, or the standard Point Defense Gauntlet. These can be interchanged between Missions.			
SQUAD UP: When with other Kig-Yar; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.			

ANTI-INFANTRY EQUIPMENT	
Plasma Rifle	Two Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	

GUIDED MUNITIONS EQUIPMENT	
Needler	Two Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	

RANGER EQUIPMENT	
Needle Rifle	Two Equipment Pouch
Targeting Headgear	Curveblade
Two Plasma Grenade	Kig-Yar Sealed Suit
Kig-Yar Combat Harness	

SUPPRESSOR EQUIPMENT	
Storm Rifle	Two Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	

HEAVY PLASMA EQUIPMENT	
Concussion Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Plasma Grenade	Curveblade
Kig-Yar Combat Harness	

MARKSMAN EQUIPMENT	
Covenant Carbine	Two Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	

EXTREME RANGE EQUIPMENT	
Beam Rifle	Two Equipment Pouch
Two Plasma Grenades	Flashlight
Curveblade	Kig-Yar Combat Harness



COVENANT SAN 'SHYUUM

"Will they not see us as Gods? Will our power not push us towards our Great Journey?"

CIVILIAN

CHARACTERISTICS									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
25	25	25	25	25	25	25	25	25	25

TIER: 1	EXPERIENCE COST: 500
UPBRINGING: Nobility, Aristocracy, Fugitive	**TRAINING:** Basic and Infantry

PHYSICAL ATTRIBUTES	
HEIGHT	**198 centimeters (6'6 ft) – 228 centimeters (7'6 ft)**
WEIGHT	**58 kilograms (130 lb.) – 104 kilograms (230 lb.)**
SIZE	**Large**

SOLDIER TYPE SPECIAL RULES
Covenant Civilians are not allowed to purchase weapons from UNSC and Forerunner armories. Purchasing from the Covenant Armory costs 3 times extra.
Covenant Weapons and Equipment are at half the price for the San 'Shyuum.
San 'Shyuum gain a +20 to Leadership when commanding Characters in the Covenant.
San 'Shyuum are from a Planet with 0.5x Earth Gravity, meaning they will always gain an automatic -10 Penalty to Agility when under the effects of standard 1.0x Gravity, or greater. San 'Shyuum come with a Gravity Belt that eliminates this Penalty when active.
LIMITATIONS
The Civilian San 'Shyuum is not able to select an Equipment Pack or a Specialization pack.

COMBAT TRAINING

COMBAT TRAINED	
TIER: **3**	EXPERIENCE COST: **2,400**

CHARACTERISTIC ADVANCEMENTS			
INT	**CH**	**LD**	**--**
+5 Simple	+10 Rookie	+10 Rookie	--

SOLDIER TYPE SPECIAL RULES
The Combat Trained San 'Shyuum is no longer limited to what Armory they can purchase from and are no longer forced to pay triple the amount for the Covenant Armory.
The Trained San 'Shyuum gains two Skills of their choosing at +10.
The Combat Trained San'Shyuum begins with the Covenant Weaponry Racial Training at Character Creation.
When the San 'Shyuum becomes Combat Trained, they gain 5 Support Points.
The San 'Shyuum is able to select a Specialization pack and an Equipment Pack.
The Combat Trained San 'Shyuum can eventually purchase Cleric and Prophetic advancements.

CLERIC

BECOMING A CLERIC
EXPERIENCE COST: **900**
CLERIC SPECIAL RULES
Once a San 'Shyuum has had Combat Training, they are able to spend 800 Experience to become a Ministry Cleric. Clerics get an extra 0.5 to figuring their pay.
The Cleric role for a San 'Shyuum is that of a Medic. Clerics gain a second Equipment Kit of Medical tools and medication.
The Cleric also gains the Medication Skill at +20.

MEDICAL EQUIPMENT	
5 Magnetic Splints	10 sets of Wound Sealant
6 Thermal Blankets	Syringe Set
30 cR worth of UNSC Medical Equipment, used as a 'Covenant variant.'	

PROPHETIC

BECOMING PROPHETIC
EXPERIENCE COST: **1,000**
PROPHETIC SPECIAL RULES
Once a San 'Shyuum has become a Prophet, they are able to purchase from the Forerunner Armory at 3 times the cost listed.
The San 'Shyuum is able to replace their Equipment Pack with a Prophetic Equipment Pack.

ANTI-INFANTRY EQUIPMENT	
Plasma Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
San 'Shyuum Combat Harness	Spy Probe

GUIDED MUNITIONS EQUIPMENT	
Needler	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
San 'Shyuum Combat Harness	Spy Probe

PROPHETIC: ARTIFACT AUTOMATIC EQUIPMENT	
Suppressor	Equipment Pouch
Boltshot	Flashlight
Two Pulse Grenades	Curveblade
San 'Shyuum Combat Harness	Spy Probe

PROPHETIC: ARTIFACT MARKSMAN EQUIPMENT	
Light Rifle	Equipment Pouch
Boltshot	Flashlight
Two Splinter Grenades	Curveblade
San 'Shyuum Combat Harness	Spy Probe



COVENANT SAN'SHYUUM PRELATE

"There were not many San'Shyuum who could match your skills or your devotion - and now perhaps there are none."

CHARACTERISTICS									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
45	45	45	35	35	25	35	25	25	25
+2	+2	+3	MYTHIC CHARACTERISTICS						
TIER: 5					EXPERIENCE COST: 8,500				
UPBRINGING: Nobility, Aristocracy, Fugitive					TRAINING: Basic and Infantry				

PHYSICAL ATTRIBUTES	
HEIGHT	198 centimeters (6'6 ft) – 228 centimeters (7'6 ft)
WEIGHT	58 kilograms (130 lb.) – 104 kilograms (230 lb.)
SIZE	Large

CHARACTERISTIC ADVANCEMENTS			
INT	CH	LD	--
+5 Simple	+10 Rookie	+10 Rookie	--

SOLDIER TYPE SPECIAL RULES
Covenant Weapons and Equipment are at half the price for the San 'Shyuum.
San 'Shyuum gain a +20 to Leadership when commanding Characters in the Covenant.
The Prelate gains two Skills of their choosing at +10.
The Prelate begins with the Covenant Weaponry Racial Training at Character Creation.
The Prelate begins with 5 Support Points.
The Prelate can purchase the Cleric and Prophetic advancements found in the San'Shyuum Soldier Type.

CARRYING WEIGHT
The Prelate doubles their Strength when figuring Carrying Weight

PRELATE POWERED ARMOR
The Prelate Powered Armor is a strong and lightweight armor that offers unique abilities to boosting the user's capabilities at any given notice. The armor also gives a boost to the User's Characteristics or Mythic Characteristics.
Has a built-in visor system that acts as VISR.

PRELATE ARMOR VALUES			
HEAD	ARMS	CHEST	LEGS
23	25	26	25

MYTHIC CHARACTERISTICS		
STR	T	AGL
+3	+2	+2

CHEMICAL BOOSTERS
The Chemical Boosters built into the Prelate Armor gives the Character a +2 to each Mythic Characteristic for 5 Rounds. The Character may keep activating the Booster when it runs out, but each consecutive use will add +1 Fatigue. To avoid gaining the Fatigue, the Character must wait 1 minute (10 Rounds) before use.
The Character may opt out of boosting all three Mythic Characteristic stats, and instead give one Characteristic a +10 for the same amount of time. The following Characteristics can be boosted (only once at a time). STR, T, AGL, PER, CR.

HARDLIGHT GAUNTLET SHIELDING		
The Character may choose one arm on the Armor to activate a Hardlight Shield. This Shield protects the arm from damage as an Energy Shield.		
Shield Integrity	Delay	Recharge Rate
400	5	25

STANDARD EQUIPMENT	
Plasma Rifle	Two Equipment Pouch
Spiker or Mauler	Radar Jammer
Two Spike or Flame Grenade	Jiralhanae Combat Knife

GUIDED MUNITIONS EQUIPMENT	
Needler	Two Equipment Pouch
Plasma Pistol	Bubble Shield
Two Spike or Flame Grenade	Jiralhanae Combat Knife

SUPPRESSOR EQUIPMENT	
Concussion Rifle	Equipment Pouch
Plasma Pistol	Power Drainer
Two Spike or Flame Grenade	Jiralhanae Combat Knife



COVENANT MGALEKGOLO

"They're big and scary, and they like to smash things."

MGALEKGOLO

CHARACTERISTICS									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
30	25	10	15	25	25	20	40	20	10
+15	--	+1	MYTHIC CHARACTERISTICS						
TIER: 5				EXPERIENCE COST: 9,500					
UPBRINGING: Military				TRAINING: Heavy, Explosive, Melee					

PHYSICAL ATTRIBUTES	
HEIGHT	369 centimeters (12'1 ft) – 373 centimeters (12'3 ft)
WEIGHT	4,800 kilograms (10,500 lb.)
SIZE	Hulking

SOLDIER TYPE SPECIAL RULES
The Mgalekgolo gains the Built Tough Trait at Character Creation.
The Mgalekgolo takes no penalties from Dual Wielding with their Assault cannon and Heavy Shields.
Mgalekgolo double their Agility Modifier when discovering Charge and Run Movement Distances.
Mgalekgolo double their Toughness Modifier when figuring Wounds.
SQUAD UP: When with their Bond Brother; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

EXTREMOPHILE ANATOMY
GESTALT ANATOMY: The Character does not suffer additional damage from headshots, and will still apply their full Toughness Modifier to Damage Resistance. Mgalekgolo lacks the anatomy to suffer from injuries such as broken bones and severed arteries. Mgalekgolo also do not suffer from Hunger or Thirst for 3 Months without eating or drinking. The Mgalekgolo do not require Oxygen and can survive in a vacuum. The Character is an assembly of individual semi-sentient eels. Each Mgalekgolo is formed of roughly 300 Eels. The Mgalekgolo is a gestalt of Lekgolo eels, grouped together as a hivemind. They're able to collapse and reform as a being, taking a Full Action to collapse and 2 Full Actions to rebuild. If the Mgalekgolo takes damage while collapsed or as single eels, use the Single Lekgolo Eel Characteristics for when handling damage. Characteristic Advancements also apply to Lekgolo Eels, unless they do not have the Characteristic to be advanced.
TECHNOLOGICAL HUNTER: Mgalekgolo have a distinct ability to see activated technology. The Mgalekgolo can sense active technology up to the Character's Perception Characteristic in Meters, similar to thermal vision. To begin attempting to sense for technology, the Mgalekgolo must concentrate for a Full Action. A Hunter cannot discern what the Technology is from this Ability, and cannot find technology that is turned off or smaller than a common cell phone.
CLAWS: The Mgalekgolo have large claws on each arm, instead of a hand. Due to this, they lack the dexterity needed for precision movement and delicate actions. When attempting to throw items, grab onto small objects, or any other action a GM would suggest being difficult, are given a -20 Penalty.
BOND BROTHER: Mgalekgolo are commonly found in pairs. This gives two players the ability to become Bond Brother Mgalekgolo. At any point, a Bond Brother is incapacitated or killed, the other may temporarily gain the Berserker Ability.

DUAL BEAM ASSAULT EQUIPMENT	
Hunter Assault Cannon Bream	Hunter Assault Cannon Beam
Hunter Armor	

DUAL BLAST ASSAULT EQUIPMENT	
Hunter Assault Cannon Blast	Hunter Assault Cannon Blast
Hunter Armor	

DUAL RUSH EQUIPMENT	
Hunter Heavy Metal Shield	Hunter Heavy Metal Shield
Hunter Armor	

BEAM ASSAULT EQUIPMENT	
Hunter Assault Cannon Beam	Hunter Heavy Metal Shield
Hunter Armor	

BLAST ASSAULT EQUIPMENT	
Hunter Assault Cannon Blast	Hunter Heavy Metal Shield
Hunter Armor	

HEAVY ASSAULT EQUIPMENT	
Hunter Assault Cannon Blast	Hunter Assault Cannon Beam
Hunter Armor	

SINGLE LEKGOLO EEL									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
1	15	15	--	--	5	20	5	5	5

CARRYING WEIGHT
All Mgalekgolo have a Carry Weight of 5,000 Kilograms.



COVENANT YANME'E

"They're like giant cockroaches, except angrier."

CIVILIAN

CHARACTERISTICS									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
20	25	15	20	20	35	25	25	10	20
+1	+1	+4	MYTHIC CHARACTERISTICS						
TIER: 1					EXPERIENCE COST: 600				
UPBRINGING: Any					TRAINING: Basic and Infantry				
PHYSICAL ATTRIBUTES									
HEIGHT	178 centimeters (5'10 ft) – 206 centimeters (6'9 ft)								
WEIGHT	77 kilograms (170 lb.) – 109 kilograms (240 lb.)								
SIZE	Normal								
SOLDIER TYPE SPECIAL RULES									
Covenant Civilians are not allowed to purchase weapons from UNSC and Forerunner armories. Purchasing from the Covenant Armory costs 3 times extra.									
The Yanme'e begins with the Covenant Weaponry Racial Training at Character Creation.									
The Yanme'e begin with the following Traits: Crawler, Natural Weapon, Flight, and Four Arms.									
The Yanme'e has a Natural Armor of 15. If they wear Armor, they lose their Ability to Fly and their Natural Armor is reduced to 5.									
The Civilian may spend 1,000 Experience and 2 Months of Combat Training to become a Combat Trained Yanme'e. Combat Training gives the Yanme'e a Specialization pack, an Equipment Pack, and a new set of Soldier Type Special Rules.									
SQUAD UP: When with other Civilians, the Civilian gains +5 Courage. This is lost if the Yanme'e becomes Combat Trained.									
LIMITATIONS									
The Civilian Yanme'e is not able to select an Equipment Pack or a Specialization pack.									

COMBAT TRAINING

COMBAT TRAINED			
TIER: **2**		EXPERIENCE COST: **1,600**	
CHARACTERISTIC ADVANCEMENTS			
STR	**T**	**WFM**	**WFR**
+5 Simple	+5 Simple	+5 Simple	+5 Simple
SOLDIER TYPE SPECIAL RULES			
The Combat Trained Yanme'e is no longer limited to what Armory they can purchase from and are no longer forced to pay triple the amount for the Covenant Armory.			
The Trained Yanme'e gains two Skills of their choosing at +10.			
The Yanme'e is able to select a Specialization pack and an Equipment Pack.			
SQUAD UP: When with others Yanme'e, the Characters gain +5 Courage.			

ANTI-INFANTRY EQUIPMENT	
Plasma Pistol	Equipment Pouch
Two Plasma Grenades	Flashlight
Curveblade	Methane Tank
Optional Yanme'e Combat Harness	

GUIDED MUNITIONS EQUIPMENT	
Needler	Equipment Pouch
Plasma Grenade	Flashlight
Curveblade	Methane Tank
Optional Yanme'e Combat Harness	

HEAVY WEAPONS EQUIPMENT	
Fuel Rod Gun	Equipment Pouch
Plasma Grenade	Flashlight
Curveblade	Methane Tank
Optional Yanme'e Combat Harness	

MARKSMAN EQUIPMENT	
Covenant Carbine	Equipment Pouch
Plasma Grenade	Flashlight
Curveblade	Methane Tank
Optional Yanme'e Combat Harness	



COVENANT HURAGOK

"They may smell bad, but damn if they aren't great with technology."

CHARACTERISTICS									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
20	50	10	10	10	60	50	15	10	10
TIER: 1					**EXPERIENCE COST: 800**				
UPBRINGING: Laborer, Fugitive					**TRAINING:** None				

PHYSICAL ATTRIBUTES	
HEIGHT	**270 centimeters (9 ft) with extended neck**
WEIGHT	**57 kilograms (130 lb.)**
SIZE	**Normal**

SOLDIER TYPE SPECIAL RULES

At Character Creation, the Huragok has two choices, to be an Engineer or a Lifeworker. This cannot be changed.

The Huragok is able to learn all Languages at half the Experience Cost.

The Huragok is able to learn all Educations at half the Experience Cost.

The Huragok gains the Only Flight and Four Arms Traits at Character Creation.

If with the Covenant or Storm factions, a Huragok must take the Huragok Explosive Armor. Else, the Huragok may take the Huragok Armor, instead.

ENGINEER

Engineers gain the Techno-Organic Trait at Character Creation. This gives the Huragok the Ability to interface with all electronics and equipment as if they had the tools to do so.

The Engineer also acts as if it were a computer when interfacing with electronics, and take no Penalties for Difficulty. All technology-based Tests with Equipment are at a +10.

LIFEWORKER

Lifeworkers gain the Bio-Organic Trait at Character Creation. This gives the Huragok the Ability to connect with organic material, such as bodies, plant life, and so on. This is treated similar to interfacing with a Computer.

The Lifeworker counts as having any Medical Tools needed, except for Medication. Performing surgeries or any medical Tests are also at a +10 Bonus, and the Lifeworker takes no Penalties for alien biology.

For every Degree of Success on a Medical Test made when attempting to Heal, the Lifeworker is able to heal 1 extra Wound and remove 1 Fatigue.

OVERSHIELD PROJECTION

Huragok are able to project an Energy Shield onto several allies, equal to their Perception Modifier, and up to 8 Meters away. They also are always counted as being protected by their own Shield. Two or more Huragok Shields cannot stack. When depleted, these Shields must recharge normally per Character under effect.

Huragok may also project their Shields onto one single vehicle and its pilot, instead of other Characters. Switching what is protected by the Overshield takes one Half Action and the Shield Integrity begins at 0 and must Recharge, without the Delay.

Shield Integrity	Delay	Recharge Rate
50	3	10

EQUIPMENT
Huragok Explosive Armor



PROMETHEAN SOLDIER

"Sentient, intelligent, and resourceful. A major upgrade from those braindead sentinels we managed to trick with a rock and a piece of string."

CHARACTERISTICS									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
35	35	35	30	30	25	35	35	25	25
+1	+1	--	MYTHIC CHARACTERISTICS						
TIER: 4					EXPERIENCE COST: 4,500				
UPBRINGING: Any					TRAINING: All				

PHYSICAL ATTRIBUTES	
HEIGHT	190 centimeters (6'2 ft) – 230 centimeters (7'6 ft)
WEIGHT	110 kilograms (241 lb.) – 124 kilograms (273 lb.)
SIZE	Large

SOLDIER TYPE SPECIAL RULES

PROMETHEAN VISION: The Soldier can see through 20 Meters of wall, floor, and any non-biological obstacle, to find biological forms. Promethean Vision can see any Character and Creature, including other Prometheans.

Promethean Vision also gives the Character +30 to finding Characters cloaked using Active Camouflage.

Promethean Vision lasts for 4 Half Actions and must recharge for 6 Half Actions.

TRANSLOCATION: Prometheans can teleport towards a chosen location. The Soldier is able to move up to their Run Movement Speed in Meters with each use of the Translocation Ability. This takes a Full Action to do.

The Soldier may choose to Teleport up to 400KG with them, including other Characters and multiple pieces of Equipment.

The Soldier may charge their Translocation Ability. The amount of Full Actions used to Charge is the multiplier to the distance able to be traveled. So, a Soldier Charging for 3 Full Actions will be able to Translocate up to their Run Movement Speed, multiplied by 3.

AUTO-TRANSLATION: Soldiers have auto-translation devices that are built into them. This allows them to speak, write, and understand any languages they have heard before.

GLOWING: Prometheans have an orange and yellow glow to their bodies, giving them a -20 Penalty to Camouflage Tests.

SQUAD UP: When with other Prometheans; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

SHORTHAND EQUIPMENT	
Scattershot	Boltshot
Splinter Grenade	Soldier Armor
WEAPON TRAINING	
All Weapon Training	

COMMANDO EQUIPMENT	
Light Rifle	Boltshot
Pulse Grenade	Soldier Armor
WEAPON TRAINING	
All Weapon Training	

DEVASTATOR EQUIPMENT	
Hardlight Sword	Boltshot
Splinter Grenade	Soldier Armor
WEAPON TRAINING	
All Weapon Training	

RANGER EQUIPMENT	
Binary Rifle	Boltshot
Pulse Grenade	Soldier Armor
WEAPON TRAINING	
All Weapon Training	

SOLDIER ARMOR			
HEAD	ARMS	CHEST	LEGS
25	25	35	25

The Soldier has powerful Chest Armor, but there is a glowing Sub-Location on both the front and back of the Chest.

Attacking these weak Sub-Locations in the Armor causes the Armor to be at a -15 Penalty, meaning the Armor Rating will only be 20 for figuring Damage Resistance.



PROMETHEAN KNIGHT

"Sentient, intelligent, and resourceful. A major upgrade from those braindead sentinels we managed to trick with a rock and a piece of string."

CHARACTERISTICS									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
35	35	25	30	30	25	35	35	25	25
+5	+3	--	MYTHIC CHARACTERISTICS						
TIER: 5					EXPERIENCE COST: 9,500				
UPBRINGING: Any					TRAINING: All				

PHYSICAL ATTRIBUTES	
HEIGHT	302 centimeters (9'11 ft) – 329 centimeters (10 '9 ft)
WEIGHT	407 kilograms (898 lb.) – 423 kilograms (934 lb.)
SIZE	Huge

SOLDIER TYPE SPECIAL RULES

The Promethean Knight doubles their Strength and Toughness when figuring Carrying Weight. Knights do not take Penalties for Dual-Wielding weapons and cannot drop them.

PROMETHEAN VISION: The Promethean can see through 15 Meters of wall, floor, and any non-biological obstacle, to find biological forms. Promethean Vision can see any Character and Creature, including other Prometheans.

Promethean Vision also gives the Character +30 to finding Characters cloaked using Active Camouflage.

Promethean Vision lasts for 4 Half Actions and must recharge for 6 Half Actions.

TRANSLOCATION: Prometheans can teleport towards a chosen location. The Promethean is able to move up to their Run Movement Speed in Meters with each use of the Translocation Ability. This takes a Full Action to do.

The Promethean may choose to Teleport up to 800KG with them, including other Characters and multiple pieces of Equipment.

The Promethean may charge their Translocation Ability. The amount of Full Actions used to Charge is the multiplier to the distance able to be traveled. So, a Soldier Charging for 3 Full Actions will be able to Translocate up to their Run Movement Speed, multiplied by 3.

AUTO-TRANSLATION: Prometheans have auto-translation devices that are built into them. This allows them to speak, write, and understand any languages they have heard before.

GLOWING: Prometheans have an orange and yellow glow to their bodies, giving them a -25 Penalty to Camouflage Tests.

CLAWS: The Promethean Knights have large claws on each arm that independently float two centimeters from the base of each arm. Due to this, knights lack the dexterity needed to perform precision movement and delicate actions.

When attempting to throw items, grab onto small objects, or any other action a GM would suggest being difficult are given a -20 Penalty.

MICRO-ARMS: Promethean Knights have an extra set of small limbs, roughly the size of a small human child's. These arms can be used to bypass the Claws Trait Penalty, but only if whatever the Knight is attempting to accomplish is in reach of these small arms.

These Micro-Arms cannot be used to use or throw weapons, and are not considered to have the Knight's Mythic Strength or increase to Mythic Toughness and Strength when figuring Carrying Weights.

SQUAD UP: When with other Prometheans; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

SHORTHAND EQUIPMENT	
Scattershot	Hardlight Sword
Splinter Grenade	Knight Armor
WEAPON TRAINING	
All Weapon Training	

COMMANDO EQUIPMENT	
Light Rifle	Hardlight Sword
Pulse Grenade	Knight Armor
WEAPON TRAINING	
All Weapon Training	

DEVASTATOR EQUIPMENT	
Hardlight Sword	Hardlight Sword
Splinter Grenade	Knight Armor
WEAPON TRAINING	
All Weapon Training	

RANGER EQUIPMENT	
Binary Rifle	Hardlight Sword
Pulse Grenade	Knight Armor
WEAPON TRAINING	
All Weapon Training	

STANDARD KNIGHT ARMOR			
HEAD	ARMS	CHEST	LEGS
40	30	45	30
WEAKNESS			
Though the Knight has powerful Chest Armor, there are two glowing sub-locations located on each side of the Knight's body. Attacking these Weak points in the Armor causes the Armor to be at a -25 Penalty, meaning the Armor Rating will only be 20 for figuring Damage Resistance.			

WATCHER SPAWNING

Knights are able to summon a single Promethean Watcher with a Full Action. These Watchers, if destroyed, take 20 in-game minutes to rebuild and redeploy. The Knight does not control the Watcher, the Watcher will act on its own. It will attempt to stick alongside the Knight and stay 5 Meters above if possible. Watcher priorities are projecting shields, catching grenades, and redeploying the Knight if killed.



SPECIALIZATION PACKS

Choose One at Creation. All Skills begin Trained.

If your Soldier Type comes with a Skill given by the chosen Specialization Pack, that Skill is increased to the next Tier, instead. Trained becomes +10, and +10 becomes +20. If the Character already has an Ability given by the Specialization Pack, the Player or GM may decide one of equal or lesser Experience Cost to replace it.

Heavy Weapons	
ABILITY	**SKILL**
Heavy Preparation	Survival
Gather Senses	Athletics
Always Ready	Intimidation

Vehicle Expert	
ABILITY	**SKILL**
Mobile Fire	Technology
Eagle Eye	Pilot (Air or Ground)
Gather Senses	Navigation

Recon/Infiltration	
ABILITY	**SKILL**
Eagle Eye	Camouflage
Exceptional Hearing	Athletics
Always Ready	Investigation

Marksman	
ABILITY	**SKILL**
Marksman	Camouflage
Eagle Eye	Athletics
Clear Target	Navigation

Close Quarters	
ABILITY	**SKILL**
Evasive Maneuvers	Survival
Disarm	Athletics
Hand-To-Hand Basics	Investigation

Duelist	
ABILITY	**SKILL**
Dual Wielding Melee	Evasion
Dual Wielding Range	Survival
Battle Mind	Stunting

Battlefield Medic	
ABILITY	**SKILL**
Cynical	Investigation
Stabilization	Medication
Under Control	Technology

Demolitions	
ABILITY	**SKILL**
Eagle Eye	Demolitions
Gather Senses	Athletics
Under Control	Investigation

Logistics	
ABILITY	**SKILL**
Chosen Education +5	Cryptography
Exceptional Hearing	Security
One Enemy Language	Technology

Technician/Comms	
ABILITY	**SKILL**
Alien Tech	Command
One Enemy Language	Technology
Battle Mind	Investigation

Point Man	
ABILITY	**SKILL**
Fast Foot	Athletics
Resilient	Survival
Gather Senses	Investigation

Resource/Support	
ABILITY	**SKILL**
+2 Support Points	Technology
Chosen Education +5	Security
Quick Draw	Investigation

SPECIAL PACKAGES, LIMIT ONE PER PARTY, EACH.

Commander		MILITARY SPECIAL
ABILITY	**SKILL**	The Command Package is based on leading the party, and usually coming with a higher rank than the rest of the Party. When in a Human Military, E-6 should be the commonly given Rank to be above the rest of the Party. If in a Covenant Military, the common rank given should be a Major. The Command Specialization Package is limited to one per Party. If the rest of the Party are already higher rank, or near the rank of what the base Commander Rank is, the GM may promote the Commander. A general rule of thumb for Humans would be to allow the Character to take an increased rank of O-5, but this is not completely common. For Covenant, a simple Rank increase to the level above the rest would suffice.
Order of Things	Command	
Under Control	Appeal	
Reliable Reputation	Investigation	

Medical Corpsman		MILITARY SPECIAL
ABILITY	**SKILL**	Those in the Human military structure who specialize in Medical practices are joined into the Medical Corps of their respective Military. Those currently enlisted and either in training or are still early within the ranks begin as an O-1 rank of Ensign in the Navy. After completing 17 Months as the Medical Specialization Pack, the Character is ranked up to O-3 Lieutenant. These special ranks are not for commanding, but for paygrade bonuses. This gives no Command bonuses or power over those of lesser ranks. A Medical Corpsman should be limited to one per Fireteam, Squad, or Player group. If the Character is outside of the Military, they are exempt from this rule. Civilians who are working under a Military as a Medical Corpsman gain the rank of O-1 Ensign until discharge or moving on.
Cynical	Investigation	
Stabilization	Medication	
Under Control	Technology	

TRAITS AND AUGMENTATIONS

TRAITS	DESCRIPTION
Four Arms	The Character has multiple arms, allowing for better grasp and mobility. The Character gains a +10 to Grapple and is able to use more than two weapons, at extra penalty.
Flight	The Character has the ability of flight through the means of wings or anti-gravitational technology. The Character's flight speed is their Move Speed multiplied by 2.
Only Flight	The Character only has the ability of flight, as they have no other form of transformation. The Character's flight speed is already figured into their Movement, and no Bonuses or Penalties are gained.
Night Vision	The Character has improved vision in darkness and low-light environments. The Character takes no Penalties in lowlight and Darkness, but gain double the Penalties from effects based off bright lights if in darkness.
Crawler	The Character has insect-like limbs or equipment that allows the Character to attach itself to walls and surroundings. The Character takes no Penalties when moving over difficult terrain, and gains a +40 Bonus to Climbing Actions.
Natural Weapon	The Character has dangerous talons, teeth, or any other natural weapon that assists the Character in combat. This gives the Character +4 to Damage and +2 to Pierce when using their Natural Weapon.
Built Tough	The Character is large, wide, and well-balanced. The Character gains a +20 Bonus when Opposing a Grapple, Takedown, or any general Actions to prevent falling over.
Adrenaline Rush	Adrenaline Rush actives when a Character is 0 Wounds or under (unless the Character is using the Smoother Drug). While under the effects of Adrenaline Rush, Characters ignore hindering effects such as Fatigue, Wounds, and Pinning. The Character also gains a +20 Bonus to ignoring the effects of Shock. Characters under the effects of Adrenaline Rush gain a -20 Penalty to all Evasion and Reaction Tests. Doubles Toughness Modifier when reducing oncoming Damage. Adrenaline Rush allows Characters to stay conscious even after falling under 0 Wounds. Others may attempt to calm down the Character under the effects of Adrenaline Rush by talking them down. This is done by a -30 Charisma or Leadership Test. Others may also use specialized medications and tranquilizers to calm the Character out or make them unconscious. When a Character becomes unconscious, they are no longer under the effects of Adrenaline Rush.
Berserker	Berserker activates when the Character is at half their Wounds, or took an Attack that dealt 25% of their Wounds in one Turn. Berserker is when a Character goes into a bloodlust rage. The Character rushes through the battlefield as fast as possible to reach their enemy, or who they may currently view as an enemy. Characters Berserking are given +20 to their Toughness Characteristic and double their Strength Modifier for making Melee Attacks. The Character automatically passes any Shock and Fear Tests, but are given a -20 Penalty to Evasion and Reactions. Others may attempt to calm down the Character under the effects of Berserker by talking them down. This is done by a -30 Charisma or Leadership Test. Others may also use specialized medications and tranquilizers to calm the Character out or make them unconscious. When a Character becomes unconscious, they are no longer under the effects of Berserker.

AUGMENTATIONS	DESCRIPTION
Carbide Ceramic Ossification	The Character cannot break any bones unless an absurd amount of force is used, such as a Scarab stepping onto a Spartan's leg. All Spartan IIs, IIIs, and IVs are given this Augmentation.
Muscular Enhancement injections	The Muscular Enhancement Injects give the Spartan their intense Strength and Toughness, alongside their Mythic Characteristics. All Spartan IIs, IIIs, and IVs are given this Augmentation.
Catalytic Thyroid Implant	The Catalytic Thyroid Implant is a platinum pellet containing human growth hormone catalysts. Spartan IIs and IIIs were given this Augmentation to give them their increased height.
Occipital Capillary Reversal	This Augmentation gives the Spartan a heightened Perception and halves all Penalties to Darkness and Brightness sight-based Penalties. All Spartan IIs, IIIs, and IVs are given this Augmentation.
Superconducting Fibrication of Neural Dendrites	This heightens the reflexes of a Spartan by upwards of 300% and gives the Spartan their Mythic Agility. Spartans have been known to have increased memory and creativity as a side-effect of this Augmentation. All Spartan IIs, IIIs, and IVs are given this Augmentation.

STAGE 3: SKILLS

WHAT ARE SKILLS

Everyone has skills. A skill is the resourcefulness and competence in the battlefield. Skills are a primary aspect of allowing unique options for a player to complete tasks and to overcome a challenge.

GAINING SKILLS

All characters begin with a set of skills that they select at character creation. Over time, characters earn Experience Points, which can be spent to acquire new skills or improve existing skills.

TRAINING AND SKILL MASTERY

The first time a character acquires a skill, it is known as "Trained." A trained skill means that the Skill being tested will not gain any penalties. When a character gains the same skill more than once, it gains a +10 when using the skill. A character cannot take the same skill more than two times (+20), unless specified by a talent. Each advancement in the skill comes at a cost specified under the skill.

USING BASIC AND ADVANCED SKILLS

Skills are divided in to two categories, Basic and Advanced. Basic means anyone can use the skill, even if they do not have it trained. Using a Basic skill, you do not have trained only means you will be using it at a -20 penalty.

Advanced Skills are similar, but instead of a -20 penalty, the user will be at a -40. This is to show that the character has little intelligence on an advanced subject.

USING SKILLS

Skills can be used in a wide variety of situations. When a Skill Test is required, it will be set by the GM based on either on the actions of the player or as a response to the actions of another or game event. The outcomes of these skills are either success or failure, shown by the roll. Skill Tests can vary widely and are covered in detail in the descriptions of each Skill.

WHETHER TO USE A SKILL OR CHARACTERISTIC TEST

There are many instances in which using a Skill is not warranted, and instead, the Character would take the test only using the Characteristic. This generally can happen in Opposed Tests.

An example of this would be a Camouflage Test being opposed. If a Character is Camouflaged, they actively attempted to conceal themselves, thus giving them the Skill bonus added to their Characteristic Test. Now, say the Opponent doesn't know to look for the Camouflaged Character. They will not be able to use the Investigation Skill to Oppose this test.

If the Character is actively searching for the Opponent, then they are able to use their Investigation Skill for the Opposed Test.

SKILL TEST DIFFICULTY

Difficulty Modifiers set the stage for characters being under pressure and having to deal with difficult situations. In many cases, difficulty is predetermined by rules, else the GM decides.

DIFFICULTY	MODIFIER	DIFFICULTY	MODIFIER
Trivial	+60	Difficult	-10
Elementary	+50	Hard	-20
Simple	+40	Very Hard	-30
Easy	+30	Grueling	-40
Routine	+20	Punishing	-50
Ordinary	+10	Hellish	-60
Challenging	+0		

SKILL TESTS

All Skills are based on the Characteristic shown under each description. When a character makes a Skill Test, the character is technically making a Characteristic Test with a modifier based on the Skill Bonuses given, such as Trained (+0), +10, and +20. Abilities, Equipment, and Armors can all modify Tests, as well. These stack with Skill Test Difficulty and any other modifiers the GM may give.

MULTIPLE MODIFIERS

At some points, there could be more than a single factor altering the Skill Test. When there are multiple modifiers going in to play when dealing with a Skill Test, every modifier must be applied. Penalties and Bonuses may counteract each other.

UNIQUE USES

Multiple Skills contain subsections in which different uses are shown. These sections spotlight creative and alternate uses of the Skills as examples.

If a player wants to attempt something not specified in game, the GM, by no means, should not allow the action. Instead, the GM must decide what Skill Test (Or straight Characteristic Test) is appropriate for the action.

SKILL TYPES

Every Skill has a type that determines what the Skill is used for. This list shows each available Skill with its selected Types.

SOCIAL SKILLS

Any Skills that use the Social Type depend on ranks for any modifiers and penalties. Unless a taken Ability says otherwise, Social Skills depend on ranks to decide how the test plays out.

When a character is taking a Social Skill Test against an Opponent of higher rank, the character gains a -5 penalty per rank difference. The same goes for characters taking Social Skill tests against an Opponent of lesser rank. However, instead of a -5 penalty, the character gains a +5 Bonus to the test.

SKILL	DIFFICULTY	CHARACTERISTIC	TYPE
Appeal	Basic	Charisma	Social
Athletics	Basic	Agility/Strength	Movement
Camouflage	Basic	Intellect/Perception	Field craft
Command	Basic	Leadership	Social
Deception	Basic	Charisma	Social
Demolition	Advanced	Intellect	Field craft
Cryptography	Advanced	Intellect	Field craft
Evasion	Basic	Agility	Movement
Gambling	Basic	Intellect/Charisma	Social
Interrogation	Basic	Charisma/Leadership/Intellect	Social
Intimidation	Basic	SPECIAL	Social
Investigation	Basic	Intellect/Perception	Social
Medication	Advanced	Intellect	Field craft
Navigation	Basic	Intellect/Perception	Field craft
Negotiation	Basic	Charisma	Social
Pilot	Basic	Agility/Intellect	Field craft
Security	Advanced	Intellect	Field craft
Stunting	Basic	Agility	Movement
Survival	Basic	Intellect/Perception	Field craft
Technology	Advanced	Intellect	Field craft

SKILL DESCRIPTIONS

This following section provides detailed descriptions of the Skills used in 100DOS.

Appeal – Basic (Charisma) [Social]

MODIFIER	Trained	+10	+20
COST	200	400	600

Appeal is a talent of charm and social abilities. Appealing allows players and characters to sway the reactions of others with well-meaning words and facial expressions. A character with the Appeal Skill can attempt to alter any social interactions. Appeal can be used to attempt to change a character's opinions and to convince characters and players to attempt something else.

When Appeal is used against someone, it is an Opposed Test, which is opposed by Interrogation (Courage).

MOD	EXAMPLE
+30	The character is already devoted or incredibly friendly to the character making the test.
+20	The character is friendly with the character attempting the test.
+10	The character is a part of the same squad or commanding unit.
0	The character does not care or has nothing in common.
-10	The character does not want to be bothered
-20	The character is suspicious or had bad interactions with the character attempting the test.
-30	The character is hostile.
-60	The character is an enemy with no intention of listening.

Athletics – Basic (Agility/Strength) [Movement]

MODIFIER	Trained	+10	+20
COST	200	400	600

Athletics is the acrobatic and tactical movement skill that allows characters to make balanced and poised movement. Athletics have two sections, Agility and Strength based movement.

STRENGTH: Athletics Strength is a character's ability to climb, swim, and other strength-based physical activities.

AGILITY: Athletics Agility is a character's ability to balance, jump, catch landings, and move about a battlefield or training course.

Athletics Concealment

Another use for Athletics Agility is to move silently amongst the battlefield. If a character is attempting to move silently, they roll Athletics. For every degree of success, the opponents gain a -5 on their hearing check.

Camouflage – Basic (Intellect/Perception) [Field Craft]

MODIFIER	Trained	+10	+20
COST	200	400	600

The Camouflage Skill is used to hide items and equipment or to conceal the character's person. Using Skill requires an appropriate environment to mask whatever is in question. Camouflage is opposed to any opponent's Investigation Skill, and if the character does not have Investigation, use the Perception Characteristic.

Camouflage represents an active effort to foil an opponent's investigation attempt.

Command – Basic (Leadership) [Social]

MODIFIER	Trained	+10	+20
COST	200	400	600

Command is the ability to effectively lead others. Command deals with any character giving orders to another.

If two opposing commands are being made to counteract each other, the GM may allow the characters to choose whom to follow, or have the two commands roll as an opposing test.

The Command Skill Test also uses the same type of example modifiers shown in the Appeal Skill Description a page back. If a command is suicidal or not in the best interests of the overall picture, the test automatically gains a -60 penalty.

Cryptography – Advanced (Intellect) [Field Craft]

MODIFIER	Trained	+10	+20
COST	300	500	700

The use of the Cryptography Skill allows characters to encrypt and decrypt codes and frequencies, as well as hack and bypass systems. Skill Tests are not required to either leave or read basic messages and codes, but are necessary to communicate or decipher complicated messages. Use this Skill alongside the Cyber Warfare section of the Handbook.

Deception – Basic (Charisma) [Social]

MODIFIER	Trained	+10	+20
COST	200	400	600

The Deception Skill is when a character attempts to lie to a character or player. A character using this Skill attempts to lie. Examples of using the Deception Skill:

- Attempting to disguise an item. This is different from Camouflage as you aren't attempting to hide the item, but you are trying to trick someone that it is something else.
- Attempting to distract someone. This could be by keeping someone's attention or lying of something to quickly move the opponent's eye from what is actually happening. This can be used as a Sleight of Hand.
- To tell someone orders, but to twist the words to show another meaning.

Deception skill is opposed by an opponent's Investigation. Deception also follows the same Modifier Example table as listed under Appeal.

Demolition – Advanced (intellect) [Field Craft]

MODIFIER	Trained	+10	+20
COST	200	400	600

The Demolition Skill allows characters to utilize explosives in whatever situation needed. The character with proper Demolition knowledge knows how much explosive needed to take something out. Using Demolition also covers manufacturing explosives at a modest penalty (Usually around -20). The Demolition Skill can also allow a character to defuse and disarm explosives at an Opposed Test against whoever set up the explosive.

Evasion – Basic (Agility) [Movement]

MODIFIER	Trained	+10	+20
COST	200	400	600

The Evasion Skill is the act of dodging and parrying attacks as a Reaction. Evasion is used when an attack is made against the character. Evasion can also be used when avoiding environmental dangers. A character can make an Evasion Test with each attack made against the character. With each Evasion Test made in the same Round, the next test gains a -10 Penalty. These Penalties stack, so the first Evasion will be at a basic Evasion Test, the second roll will be at a -10 Penalty, and the third at -20, and so on. The more tests made, the more the character scrambles and attempts to dodge peppering fire or close-combat assaults.

When making Evasion Tests away from an area of effect damage or something falling, or anything that would call for those to jump or run out of the way frantically, the Character may make an Evasion Test. For every Degree of Success made, the Character is able to Evade up to 2 Meters, up to their Charge Movement distance.

Gambling – Basic (Intellect/Charisma) [Social]

MODIFIER	Trained	+10	+20
COST	200	400	600

The Gambling Skill is used to deal with any sort of gaming and betting. Even in war, characters need something to do on their off times or when held up in bad situations.

Each participant in the game can bet an amount and then make Opposed Tests with the Gamble Skill. The character with the most degrees of success wins. Deceive can be used to cheat, such as pulling cards. If the Deceive is successful, for every two degrees of success on the Deceive adds +10 to the Gambling Skill roll.

Interrogation – Basic (Courage, Intellect, Leadership) [Social]

MODIFIER	Trained	+10	+20
COST	200	400	600

Interrogation allows a character to extort information from an opponent with both mental and physical means. The GM may modify the Difficulty of the Interrogation Test according to the character's trainings and tools being used by the characters making the test.

Interrogation is an Opposed Test with the opponent's Courage or Charisma Characteristic. If the opponent wins the Opposed Test, the interrogator gets nothing worthwhile. If the interrogators win the opposed test, every degree of success gets either another answer, or the answer becomes clearer. An Interrogation can be retried with a failure, but each time a test fails, it takes twice a long and the next test gains a -10 penalty.

Intimidation – Basic (SPECIAL) [Social]

MODIFIER	Trained	+10	+20
COST	200	400	600

Intimidation is one of the few special Skills that can use many Characteristics. Players can use Strength, Charisma, Leadership, and Intellect to force and scare their opponent to give in to demands.

Intimidation is an opposed test. The opponent uses the same set of Characteristics to Oppose the test.

A character must not just choose their highest Characteristic to use the Intimidation. The Characteristic used must fit the situation that the Intimidation is being used in.

Investigation – Basic (Intellect/Perception) [Social]

MODIFIER	Trained	+10	+20
COST	200	400	600

Investigation covers many sections in 100DOS. Make sure to pay attention as to see how and what Investigation covers.

Investigation can cover the use of gaining information by asking questions, starting conversations, and eavesdropping. This part of Investigation focuses on information from larger groups of characters. The better the Degrees of Success, the more information is gained.

Investigation allows the character to visually understand and be aware of their surroundings. This is used when trying to find hidden objects. When attempting to find an object, only a straight Perception based Investigation Test needs to be rolled. If a character has hidden the item (Or himself), then the test becomes Opposed against the opponent's Camouflage Skill.

Medication – Advanced (Intellect) [Field Craft]

HUMAN

MODIFIER	Trained	+10	+20
COST	300	500	700

COVENANT

MODIFIER	Trained	+10	+20
COST	300	500	700

MGALEKGOLO

MODIFIER	Trained	+10	+20
COST	300	500	700

Medication is the general skill of being a medic and having knowledge of biological and medical sciences. Learning proper medical skills takes time, so the GM may choose how long it will take. An effective time to allow Characters to learn the Medical Skill is between Missions when the Characters have downtime.

A Character with the Medication Skill can diagnose symptoms, apply first aid, and reduce a Character's Wounds and Fatigue.

This Skill relies heavily on Medical Tools. Surgeries cannot be done without the proper tools, wounds cannot be bandaged without bandages or clothe, and medication cannot be given if it is not owned.

FIRST AID

The Medication Skill can be used to perform First Aid Actions, which are Extended Actions. There are two types of First Aid, Fatigue Aid and Wound Aid. These Actions can only be taken if the Character has a Medical Kit and the Medical Skill at Trained, or better. No Skill Test is needed.

Fatigue Aid reduces Fatigue by 1 level for every minute of the First Aid Action that's given. When used with Fatigue lowering Medical Equipment, the Medic adds half their Intellect Modifier to the Fatigue lowered.

Wound Aid removes Wounds by 1 per every hour of First Aid Action that's given. The Medic may use Biofoam alongside this and increase the Biofoam's healing by half their Intellect Modifier per use. This does not count as the Extended Medical Test needed to allow the patient to begin healing normally and does not reset the uses of Biofoam the Character may receive.

When given proper equipment, the Medic may have multiple patients at a time that they give these First Aid Extended Actions to. A Character giving First Aid may have up to their Intellect Modifier in Patients that they tend to at a time, without increasing how long it takes to care for everyone involved.

DIAGNOSES

With a successful Medical Skill Test, a Medic can diagnose a disease or medical issue. The GM can alter the difficulty of the test for different situations. If an bullet wound causes the issue, it would be a Simple Medical Test. A well known disease could be a +20. The GM may come up with the Difficulty Modifier needed to pass the Diagnoses.

Each time a Character makes a proper Diagnosis, the next time they come across the same medical issue, they gain a stacking +10 Bonus. Once the Character would reach +40 to their Diagnosis Test, they are considered to pass the test automatically.

EXTENDED MEDICAL TEST

The Medication Skill and a Medical Kit is needed to do an Extended Medical Test, where the Character cares for their patient to hasten their healing process and recover from the usage of various drugs, such as Biofoam. Extended Medical Tests take 4 Hours, but is reduced by 1 hour per Degree of Success on a Medical Test, to a minimum of 1. Degrees of Failure will each add an extra 30 Minutes onto the Action.

The Character who receives an Extended Medical Test will have their natural healing increased. Every 24 hours, the Character will heal their Toughness Modifier worth of Wounds. The Medical Test also increases the number of wounds healed on the first day by the amount of Degrees of Success the Medic rolled.

Characters who receive Extended Medical Tests will continue to receive them each day, up to the Medic's Intellect Modifier in days, but only if they rest. Characters who take actions such as Charge, Run, or Full Actions of Attacks will lose the next following days of the Extended Medical Test.

ALIEN BIOLOGY

There are many races, most of which share a completely alien biology compared to each other. Any Medical Tests made against an alien, without the proper Skill, is at a -60, including the Untrained Penalty.

Navigation – Basic (Intellect/Perception) [Field Craft]

GROUND/AIR			
MODIFIER	Trained	+10	+20
COST	200	400	600
SPACE			
MODIFIER	Trained	+10	+20
COST	300	500	700
SLIPSPACE			
MODIFIER	Trained	+10	+20
COST	400	800	1,000

The Navigation Skill is a character's ability to plot courses and find directions. There are multiple levels of Navigation: Ground, Atmosphere, Space, and Slipspace.

There is equipment in other Splat books that makes Navigation easy, if not instantly giving all of the information needed to the character. If, for some reason, a character's TACNAV or other GPS systems are not working, then this will be needed. You cannot have a TACNAV or GPS map if you are in uncharted territory.

When it comes to Slipspace Navigation, only the smartest and most invested of characters can learn. This is due to Slipspace having four dimensions, rather than the three of normal space. Slipspace is completely black and takes incredibly difficult and long mathematical equations to evaluate and navigate.

Negotiation – Basic (Intellect/Charisma) [Social]

MODIFIER	Trained	+10	+20
COST	200	400	600

The Negotiation Skill is used to strike barters and create deals with others. This skill allows characters to negotiate better prices or outcomes for goods and services. All Negotiation tests are opposed, as they involve interaction. For every degree of success, the character gets, the price of an item is reduced by 5%. Failing gives no penalties.

Negotiation can also be used to deal with hostage situations and dealing with demands. This works as a normal Opposed Test against Charisma and Intellect based Negotiation Skill Tests.

Pilot – Basic (Agility/Intellect) [Field Craft]

SPACE (Intellect/Agility for Maneuver)			
MODIFIER	Trained	+10	+20
COST	200	400	600
AIR			
MODIFIER	Trained	+10	+20
COST	300	500	700
GROUND			
MODIFIER	Trained	+10	+20
COST	200	400	600

The Pilot Skill is the ability to drive and pilot vehicles, such land, air, and space vehicles.

MOD	EXAMPLE
+30	Driving a standard Civilian vehicle.
+20	Operating Civilian vehicles under moderate speeds.
+10	Piloting a vehicle in familiar terrain.
0	Driving a vehicle never before driven.
-10	Driving at high speeds.
-20	Piloting a vehicle while under heavy fire.
-30	Attempting to pilot a damaged vehicle while still under fire.

Security – Advanced (Intellect) [Field Craft]

MODIFIER	Trained	+10	+20
COST	300	500	700

The Security Skill is how a Character creates, bypasses, and can spot locks, traps, and security systems. Security is the action of creating and disabling physical objects, like disabling a trip wire, lock-picking doors, or even something like spacing security cameras to properly cover a location. Most any mechanical and primitive trap will also count towards a Security Skill Test.

If a Character sets up a Security system and another attempts to disable it, this would result in an Opposed Security Test.

The more advanced the trap is, the more difficult it may be to disable it. The GM must come up with proper modifiers for the Test.

MOD	EXAMPLE
+60	Placing a basic lock strategically.
+10	Setting up a trip wire.
0	Opening a standard lock.
-10	Unlocking a more advanced lock.
-20	Trying to take down a computer system that does not have an AI.

Stunting – Basic (Agility) [Movement]

MODIFIER	Trained	+10	+20
COST	200	400	600

The Stunting Skill is used for many things that involve using tricky movement, ramping, and anything that involves incredible concentration to pull off. While under Combat, Stunting works well with merging multiple half actions such as taking a shot while falling or jumping out of a moving vehicle and landing on a specific point.

The GM should always come up with a modifier for the skill. Examples will be shown below.

MOD	EXAMPLE
+40	Doing a donut or burning out in a vehicle.
+20	Stopping quickly with a turn without flipping the vehicle.
0	Jumping off a building and taking a shot at an opponent.
-20	Jumping off a moving vehicle on to a specific target.
-40	Attempting to ramp off of a ruined building and land on a specific small point.

Survival – Basic (Intellect/Perception) [Field Craft]

MODIFIER	Trained	+10	+20
COST	200	400	600

The Survival Skill allows characters to endure harsh situations and find answers to bad situations. Survival allows characters to find edible plants, construct viable shelters, determine whether water is safe or not, and many other situations.

Survival also lets characters track others by following signs left of fleeing or hiding opponents. Tracking can be used similar to Investigation. Cunning opponents may attempt to use Camouflage to erase their tracks, in which the character will need to use Investigation Skill Tests to find the tracks, and then Survival Tracking tests take over to continue finding and following the trail. Inquiry may be used to ask nearby passerby if the opponent was seen.

Technology – Advanced (Intellect) [Field Craft]

Human Cost:

MODIFIER	Trained	+10	+20
COST	200	400	600

Covenant Cost:

MODIFIER	Trained	+10	+20
COST	200	400	600

Forerunner Cost:

MODIFIER	Trained	+10	+20
COST	200	400	600

The Technology Skill permits the character to use and repair equipment and vehicles. Using a basic piece of equipment should not require a Technology Skill Test. Using unusual equipment or advanced technology should require a Technology Skill Test.

When attempting to repair something, the character will need proper equipment or will not be able to make the test.

MOD	EXAMPLE
+30	Repairing a simple device such as an antenna or installing computer hardware.
+20	Repairing or removing parts of a vehicle when the proper tools are on hand.
+10	Equipping a weapon attachment that has been damaged.
0	Using a scanner for the first time.
-10	Repairing damaged equipment without all of the proper tools.
-20	Attempting to use modern technology for the first time.
-30	Repairing advanced technology without all of the proper tools or knowledge.

REPAIRS

Characters repairing equipment should generally be used in Narrative Structure, as they can take a long time to perform.

Even the quickest repairs would take a long time. The following table can be used to give examples of how long it would take to complete repair tasks, list in minutes.

Though, Characters can assist in repairs to reduce the time it takes. Not all actions can have a ton of Characters assisting. For example, a GM should only allow up to 3 Characters assisting in something like changing a tire, but 10 Characters could easily assist in changing or repairing a tank tread. The GM should discuss with the players how a Character is assisting before allowing the time reduction.

For every Character assisting with a Repair, the Repair time is divided by that much. For example, a 20 minute process with two Characters will only take 10 minutes, but with 3 Characters, it would take 7 minutes.

TIME	EXAMPLE
20	Changing a tire on a vehicle
240	Repairing or replacing a tank tread
20	Repairing up to 10 Break Points for armor, equipment, or weapons
10	Replacing a part in equipment

STAGE 4: CHARACTER ABILITIES

ABILITIES

Abilities are a character's aptitude gained naturally with experience over time. Abilities unlock innovative ways to play the game and new bonuses. What an Ability does is based on its Benefit, so make sure to read up on what all of your Abilities do.

GAINING ABILITIES

Abilities represent many different skills and capabilities for players and characters to use on the battlefield and in many other situations. Over time, characters may gain more Abilities by spending Experience Points, just as with Skills.

Pay attention when reading through the Abilities, as some have prerequisites that must be fulfilled before being able to be taken.

When "Learning" these Abilities, most do not instantly take hold. Most Abilities should be gained in-between missions or during downtime where it can be learned properly. This is up to the GM how it is handled.

ABILITIES	COST	PREREQUISITE	BENEFIT
Adept Marksman	800	Warfare Range: 40 Perception: 45	Roll Perception for the next shot to ignore half armor against Infantry, and not vehicles.
Aggressive Advance	300	Warfare Range: 35	Able to fire one shot when making a Charge attack without penalty.
Air Time	250	Perception: 30	Air Time gives a +10 bonus to any Stunting Test involving ramping and landing in a vehicle.
Alien Tech	250	Intellect: 45	Halves Penalties when using alien and foreign technology.
Always Ready	500	Perception: 35	Always Ready allows a character to ignore any Unaware Conditions by passing a Perception Test.
Aviator	500	Pilot (Air): +10	All Evasion and Stunting Pilot Air Tests gain a +10 Bonus.
Battle mind	250	Intellect: 40	Roll initiative and adds the character's Intellect Modifier instead of the Agility Modifier.
Blind Fight	250	Exceptional Hearing	When blinded and in melee combat, only takes half penalties.
Blur	500	Toughness: 40 Agility: 35 Strength: 35	Character may take a special Movement Action that allows them to Sprint at their Agility Modifier *8, and then takes fatigue.
Bound Back	250	Agility: 45	Instantly jump back up after being knocked to the ground as Reaction.
Break Shot	250	Warfare Range: 40	On roll of 10 on Critical Hit, gain +1D10 on Special Damage Chart.
Calculated Pilot	500	Perception: 30 Agility: 30	Takes half penalties when maneuvering in demanding situations in air vehicles.
Clear Target	350	Warfare Range: 55	Reduces the penalty for Called Shots by Half.
Cynical	300	Courage: 50	Ignore the horrors of war.
Decapitating Strike	750	Guillotine Strike	A great cleaving swipe that hits all enemies in range.
Disarm	250	Warfare Melee: 25	Disarm the Opponent within melee range.
Disarm (Improved)	500	Disarm, Agility: 40	Disarming Action only counts as a Half Action if successful.
Dual Wielding Melee	250	Warfare Melee: 35	Reduces the base Penalty for Dual Wielding melee weapons by half.
Dual Wielding Range	250	Warfare Range: 35	Use two ranged weapons at a Half the Dual Wield Penalty.
Eagle Eye	250	Perception: 30	The character with Eagle Eye gains a +10 bonus to all Visual Investigation and Perception Tests.
Emotionally Broken	750	Courage: 40	Gain an +40 to all Fear Tests Also gains a -30 bonus when rolling on the Shock Chart
Evasive Maneuvers	500	Agility: 35	Applies +20 to Evasion, but gives -20 Penalty to Ranged Attacks and -10 to Melee Attacks.
Even Out	250	Pilot: (TYPE) +10	Weaponry take only half penalties for terrain and speed from moving vehicles.
Exceptional Hearing	250	Perception: 30	The character gains +10 to all hearing-based Perception and Investigation Tests.
Fast Foot	250	Agility: 30	Roll twice on the initiative roll and take the highest.
Flame Spray	250	Intellect: 25	Opponents targeted by fire-based attacks take a -10 penalty to avoiding the fire
Focused Warrior	400	Perception: 45	Focused Warrior allows the Character to move while taking Aim Actions.
Frenzy	250	Courage: 30	No longer take penalties to Evasion from Berserker and Adrenaline Rush.
Gather Senses	500	Courage: 40	Characters may reroll one failed Pinning Test or Fear Test per Turn.
Guillotine Strike	500	Strength: 45	Downward strike that deals extra damage.
Hand-To-Hand Basic	500	Warfare Melee: 25	Gives an extra Melee Attack per Half Action and a +5 To Hit with melee weapons.
Heavy Preparation	500	Strength: 40	No longer needs to brace a heavy weapon when firing.
Heroic Sacrifice	1,000	Luck: 2 Courage: 45	As a Character dies, even if they were unconscious, they are able to perform one final Action of their choice. This Action acts as a Critical Success with added benefits.
Improvised Mastery	250	Modern Army Combative	The Character is able to make twice as many attacks with Improvised Melee Weaponry.

Inspired	250	CHA or LD: 35	The character may use a specific Social Skill to inspire others to give a +10 to their next Test.
Iron Fist	500	Strength: 55	Unarmed attacks gain the Stun (2) Special Rule with a successful Strength Test.
Lucky Shot	750	Luck: 1	On rolls of 01 through 09 To-Hit, the dice rolled to figure damage outcome is doubled.
Manslaughter	250	Pilot (TYPE): +20	Enemies attempting to evade the character's vehicle are at a -10 penalty.
Marksman	400	Perception: 55	Character takes half penalties from long and extreme ranged attacks.
Medical Insight	750	Medication: +20	Heals twice as many wounds with each test.
Medical Prowess	400	Intellect: 50	Only take half penalties when doing medical tests on alien species.
Mind Timer	450	Agility or Intellect: 40	The character takes no base penalties, and gains a +10 when cooking Explosives.
Mobile Fire	500	Warfare Range: 35	When moving and shooting, Characters reduce Penalties To Hit by 10, to a minimum of 1.
Modern Army Combative	1,000	Hand-To-Hand Basic	Opens availability to Advanced Melee Combat for characters and gives Full Warfare Melee Modifier to figuring attacks per Action. Gives a +10 To Hit with melee weapons.
One Eye Open	250	Perception: 30	The character does not count as Helpless when sleeping.
Order of Things	250	Leadership: 30	When making Command Tests against those of lesser rank, the character gains a +10 bonus to the test.
Outstanding Olfactory	250	Perception: 30	The character gains +10 to all smell-based Perception and Investigation Tests.
Peer	250	Charisma: 40	The character gains +10 to Social Skills dealing with characters in a specifically chosen groups.
Practiced Fighter	500	Warfare Melee: 45	The character count as attacking the opponent's lowest Armor Rating.
Precision Strike	350	Warfare Melee: 55	Reduces the penalty for Called Shots by Half.
Protector	250	Agility: 35	Able to switch places with other character, or move in front of them.
Quickdraw	250	Agility: 35	Quickdraw allows a character to holster or equip a weapon or equipment as a Free Action.
Quick Toss	300	Warfare Melee: 55	Able to use a Reaction to throw one-handed weaponry at a -10 penalty.
Rapid Reload	500	Agility: 40	Halves the Base Reload Time of any weapons reload (minimum of 1).
Reliable Reputation	250	Charisma: 45	Able to make Social Skill Tests against higher ranking characters without taking any penalties.
Resilient	500	Toughness: 35	Characters roll Toughness Tests to avoid a bone breaking.
Resourceful	500	Leadership: 45	Gain an extra Support Point after every successful mission.
Revulsion	250	Charisma: 25	The character gains a +10 Bonus to Social Tests that would negatively effect a chosen Group.
Rush	500	Agility: 40	When the character makes a Charge movement, the character moves extra meters equal to the character's Agility Modifier.
Second Chance	750	Toughness: 55	Roll a single -10 Toughness Test when going under 0 Wounds. If successful, stay at 0 Wounds.
Shotfun	400	Warfare Range: 30	Opponents attempting to Evade the character's shotgun attacks gain a -10 Penalty.
Snapshot	500	Perception: 35 Warfare Range: 35	The character is able to take a Half Action Aim as a Reaction.
Soldier of Fortune	1500	Luck: 2	The character may reroll a failed Luck Roll.
Stabilization	500	Medication: +10	Medics with the Stabilization Ability are able to automatically heal one Wound.
Steady Aim	500	Perception: 40	When the character makes an Aim Action, the character gains bonuses To-Hit.
Sticky Fingers:	450	Athletics: +10	The character gains +10 to all Climb Tests.
Strafing Run	500	Agility: 35	When advancing, opponents take penalties To-Hit the character.
Strong Back	650	Strength: 55	Characters gain Toughness Mod *3 to their Toughness when discovering Carrying Weight.
Swift Shot	500	Quickdraw	When making a Quickdraw, the character is allowed to fire with a penalty of -20.
Trample	500	Hand-To-Hand Basic	When making a Charge Action, the Character can turn themselves into a powerful weapon of force.
Triangulation	250	Intellect: 35	Easily remember previously traveled to locations with map-like accuracy.
True Inspiration	500	Leadership: 35	The Character spends a Luck Point for another Player Character to get a free Critical Success.
Unarmed Combatant	250	Warfare Melee: 35	Gains half of Warfare Melee Modifier (Rounding Down) to Piercing with melee attacks.
Unbreakable Bond	500	Courage: 45	When two or more allied characters in a group owns this Ability, the effects of Fear and suppression are halved.
Under Control	250	Courage: 45	Characters under suppressing fire or taking Fear Tests gain a +15 to the roll.
Unrestrained Reflexes	750	Agility: 45	The character may attempt an Agility Test to force Opponent to lose Point Blank Bonuses.
Valorous	1,000	Leadership: 50, True Inspiration	Burn a Luck point and give a speech. This gives all allied players a free Crit for their Turns.
Vault	500	Agility: 45	Able to use surroundings to double Jumping and Leaping range.
Wheelman	500	Pilot: Ground +20	Only takes half penalties in rough and difficult terrain when piloting vehicles.

Adept Marksman
Prerequisite: Warfare Range: 40 Perception: 45
Cost: 800
When a character makes any Aiming actions, that character may roll a Perception Test for the next shot to ignore half armor against other Characters. If the Perception Test is failed, the attack is fired normally. This does not stack with any other Ability or Action which ignores Half Armor.

Aggressive Advance
Prerequisite: Warfare Range: 35
Cost: 300
The character is able to fire one shot from any weapon that does not have the Heavy Weapon Special Rule when making a Charge attack, without Penalty. Any shot following the first is at the standard penalty for firing while charging.

Air Time
Prerequisite: Perception: 30
Cost: 250
Air Time gives a +10 bonus to any Stunting Test involving ramping and landing in any vehicle.

Alien Tech
Prerequisite: Intellect: 45
Cost: 250
Alien Tech halves any Penalties given by the GM when a Character is attempting to use foreign Technology. This includes unknown Technology that shares the Character's Racial Training and technology that is alien in origin.

Always Ready
Prerequisite: Perception: 35
Cost: 500
Always Ready allows a character to ignore any Unaware Conditions by passing a Perception Test. This may be treated as an Opposed if the conditions need it to be, such as Opposing a Sneaking Opponent. If the Test is an Opposed, the character using Always Ready gains a +10.

Aviator
Prerequisite: Pilot (Air): +10
Cost: 500
All Pilot Air Skill Tests gain a +10 for Stunts and Evasive Maneuvers.

Battle Mind
Prerequisite: Intellect: 40
Cost: 250
The character rolls initiative and adds the character's Intellect Modifier instead of the Agility Modifier. This is to show the character's ability to access the situation to handle it with intelligence and not speed. The character may choose which Modifier is used, Agility or Intellect.

Blind Fight
Prerequisite: Exceptional Hearing
Cost: 250
When a Character is blinded during Close-Range Combat, the Character halves the Penalty To-Hit. When dealing with Eyesight-based Penalties, the Character takes half the Penalties To-Hit with any Melee or ranged Combat, not including Blindness.

Blur
Prerequisite: Toughness: 40, Agility: 35, Strength: 35
Cost: 500
The character may take a special Movement Action that allows them to Sprint at their Agility Modifier *8. Afterwards, the character takes a -20 Toughness Test. If failed, the character gains a Fatigue. If Stacked with the Sprint Spartan suit Permutation, the Spartan does not need to make a Toughness Test, and will take 1D10-Toughness Test degrees of fatigue, minimum of 3. If used twice within the same hour, the Spartan takes a hit on each shin on the Special Damage Chart at 10D10 Special Damage.

Bound Back
Prerequisite: Agility: 45
Cost: 250
Bound Back is a character's prowess to instantly jump back up after being knocked to the ground. This can be taken on anyone's turn or round as a Reaction. This does not remove the Reaction. Instead, anything that shares this Reaction with takes a -10 to the Test.

Break Shot
Prerequisite: Warfare Range: 40
Cost: 250
When making ranged attacks, on a damage roll of only 10, the Critical Hit gains an extra 1D10 on the Special Damage Chart.

Calculated Pilot
Prerequisite: Perception: 30 Agility: 30
Cost: 500
Calculated Pilot gives any air vehicle-based Stunting or Maneuvering Test to take only half penalties when in combat.

Clear Target
Prerequisite: Warfare Range: 55
Cost: 350
Reduces the penalty for Called Shots in Ranged Combat by Half.

Cynical
Prerequisite: Courage: 50
Cost: 300
The Cynical Ability shows that a character can ignore the horrors of war. This includes dead bodies, unknown aliens, and horrific wounds. The character can still suffer Fear and Shock from their own wounds.

Decapitating Strike
Prerequisite: Guillotine Strike
Cost: 750
A powerful swiping move that has the Character making a horizontal cleave as a Melee Attack. The Swipe reaches a 180-degree angle within the weapon's Range. One single Warfare Melee Attack is made as a Half Action, which is Opposed by every Character in the reach of the weapon. Those that fail the Opposed Test are hit by the Attack as if they were struck normally. This attack has a -30 Penalty when being Parried, and if a Parry is successful, the Attack is stopped. When the Opponent is struck, the Attack deals an extra set of Strength Modifier to Damage and Pierce.

Disarm
Prerequisite: Warfare Melee: 25
Cost: 250
The character is able to roll Strength, Agility, or Warfare Melee to disarm the Opponent, who is able to Oppose the Test with their Strength, Agility, or Warfare Melee Characteristics. This counts as a Full Action.

If the disarming character succeeds and the opposing character fails, the weapon is disarmed and in the control of the disarming character. If the character fails and the defender succeeds, the attempt fails. If both succeed, but the disarmer has more Degrees of Success, the weapon is knocked to the ground using the Scatter Table, based on the highest Strength of the characters. If both succeed, but the Opposing character has more degrees of Success, the character keeps their weapon.

Disarm (Improved)
Prerequisite: Agility: 40, Disarm
Cost: 500
If the character making a Disarm Action is successful, the Disarming Action only counts as a Half Action. If the Disarm is a failure, the Disarm is still considered to take a Full Action. See Disarm Ability above for failure outcomes.

Dual Wielding Melee
Prerequisite: Warfare Melee: 35
Cost: 250
Reduces the base To Hit Penalty for Dual Wielding melee weapons by half, rounding down. Dual Wielding Melee can be used in conjunction with Dual Wielding Range.

Dual Wielding Range
Prerequisite: Warfare Range: 35
Cost: 250
Reduces the base To Hit Penalty for Dual Wielding range weapons by half, rounding down. Dual Wielding Range can be used in conjunction with Dual Wielding Melee.

Eagle Eye
Prerequisite: Perception: 30
Cost: 250
The character with Eagle Eye gains a +10 bonus to all Visual Investigation and Perception Tests.

Emotionally Broken
Prerequisite: Courage: 40
Cost: 750
Characters, while in the heat of battle, feel little-to-no emotion and gain an additional +40 to all Fear Tests. The character also gains a -30 bonus when rolling on the Shock Chart, so the character will gain less of a shock when dealing with horrors and fears of the Battlefield.

Evasive Maneuvers
Prerequisite: Agility: 35
Cost: 500
The character may begin their Round declaring Evasive Maneuvers as a Free Action. When declared, Evasive Maneuvers applies a -20 Penalty to any ranged attacks, and a -10 to any melee attacks, but grants a +20 bonus to Evasion until the beginning of their next turn.

The character only takes half penalties when evading extra attacks, regardless of whether they are making evasive maneuvers. These effects may be stacked with Guarded Attack action.

Even Out
Prerequisite: Pilot (TYPE): +10
Cost: 250
Anyone that is riding in the character's vehicle that are firing any sort of weapon take only half penalties for terrain and speed. This shows the operator's proper usage of the vehicle and a good eye for what their allies would need for a better shot.

Exceptional Hearing
Prerequisite: Perception: 30
Cost: 250
A character using the Exceptional Hearing Ability gains a +10 bonus to any hearing-based Investigation and Perception Tests.

Fast Foot
Prerequisite: Agility: 40
Cost: 250
The character uses incredible Agility or quick thinking to get an advantage on the battlefield. The character rolls twice when figuring the Initiative Test and takes the highest roll.

Flame Spray
Prerequisite: Intellect: 25
Cost: 250
A character using Flame Spray with any flame-based weaponry gives any opponent within the fire a -10 penalty to any Evasion Test.

Focused Warrior
Prerequisite: Perception: 45
Cost: 400
Focused Warrior allows the Character to move while taking Aim Actions.

Frenzy
Prerequisite: Courage: 30
Cost: 250
Characters using the Frenzy Ability no longer take penalties to Evasion from Berserker and Adrenaline Rush

Gather Senses
Prerequisite: Courage: 40
Cost: 500
A character with the Gather Senses Ability is allowed to reroll a failed Pinning Test and Fear Test per Round. The second roll must always be taken over the first, no matter the outcome.

Guillotine Strike
Prerequisite: Strength: 45
Cost: 500
Guillotine Strike is a vertical attack that boosts damage to a Melee Attack. A Guillotine Strike is a Half Action Melee Attack that has the Character making a powerful downward strike. The Melee Attack adds another set of the Character's Strength Modifier to the Attack's Damage and Pierce. Parrying Guillotine Strike is at a -20 Penalty, and a -10 Penalty to Evasion.

Hand-To-Hand Basic
Prerequisite: Warfare Melee: 25
Cost: 500
This Ability shows the character is proficient with the standard Hand-to-Hand Martial Arts, increasing the possible amount of Melee Attacks per Half Action, and a +5 Bonus To Hit with Melee Attacks.

Heavy Preparation
Prerequisite: Strength: 40
Cost: 500
The character no longer needs to brace a heavy weapon when firing. The character, always, counts as braced.

Heroic Sacrifice
Prerequisite: Luck: 2, Courage: 45
Cost: 1,000
This Ability may only be used in dire situations. When the Character dies, they are able to perform one more Action, even if the Character was Unconscious or in a Coma. The Character makes one final Action that gains an automatic Critical Success. If this Action is an Attack, it deals its maximum damage, ignoring Half Armor.

This Action is to be viewed as the turning point of a battle, in favor of the Players. If the dying player wishes to Burn Luck to survive after this Ability, they can do so, but their Coma time will be doubled.

Improvised Mastery
Prerequisite: Modern Army Combative
Cost: 250
Characters with Improvised Mastery are able to make double the amount of Attacks with Improvised Melee weapons.

Inspired
Prerequisite: Charisma: 35 or Leadership: 35
Cost: 250
Using either Charisma or Leadership, the Character inspires another to improve their Action. The active Character designates an Action for another Character to complete, and that Character will gain a +10 Bonus to the designated Test. The chosen Character is the only one who gains the Bonus, and only for the chosen Test, else, the Bonus is lost. Inspired must come with a small speech or something inspirational to be used. If Inspiration was purchased, but the Character does not have enough Charisma, then this Ability cannot be used through the Charisma Characteristic. The same goes for Leadership.

Iron Fist
Prerequisite: Strength: 55
Cost: 500
The character's Unarmed attacks gain the Stun (2) Special Rule with a successful Strength Test.

Lucky Shot
Prerequisite: Luck: 1
Cost: 750
As long as the Character has one Luck, they are able to deal extra Damage from their Attack once per in-game day. If the Character rolls 01 through 09 on the To-Hit, they may decide to take the dice rolled to figure damage, and double it. The Pierce and Base Damage are left as-is.

Manslaughter
Prerequisite: Pilot (TYPE): +20
Cost: 250
With superior driving capabilities and a good eye, the character is able to easily run-down enemies on the battlefield with a vehicle. Any opponent attempting to dodge a character with Manslaughter gains a -10 penalty to the Evasion. This can be taken once for every Pilot type.

Marksman
Prerequisite: Perception: 55
Cost: 400
The Marksman Ability allows characters to only take half penalties for long and extreme ranged attacks with Sniper Optics.

Medical Insight
Prerequisite: Medication: +20
Cost: 750
Medical Insight shows true ability in the Medical field. Those with Medical Insight double what they rolled on a Medical Test to heal wounds. For example, a Medical Test that increased healing by +3 wounds per day now heals +6 wounds per day.

Medical Prowess
Prerequisite: Intellect: 50
Cost: 400
Any character with Medical Prowess only take half penalties when using medical skills and abilities towards characters of other races.

Mind Timer
Prerequisite: Agility or Intellect: 40
Cost: 450
When cooking Explosives, the character takes no base penalties, and gains a +10.

Mobile Fire
Prerequisite: Warfare Range: 35
Cost: 500
When the character is moving and firing a weapon, the Penalty To-Hit is reduced by 10, to a minimum of 1.

Modern Army Combative
Prerequisite: Hand-To-Hand Basic
Cost: 1,000
The character is trained under the character's Military's special hand-to-hand combat, giving the Character access to the Advanced Melee Combat section and a +10 Bonus To Hit with any Melee Attack.

One Eye Open
Prerequisite: Perception: 30
Cost: 250
A character with the One Eye Open Ability always counts as 'awake' while sleeping. The One Eye Open Ability means any character sleeping with this ability does not count as helpless.

Order of Things
Prerequisite: Leadership: 30
Cost: 250
When a character has 'Order of Things' Ability, the character gains a +10 to any Social Skills pertaining to characters of lesser rank. These only accounts to Social Opposed Tests.

Outstanding Olfactory
Prerequisite: Perception: 30
Cost: 250
A character with the Outstanding Olfactory Ability gains a +10 to any smell-based Investigation and Perception Tests.

Peer
Prerequisite: Charisma: 40
Cost: 250
The Peer Ability allows the character to have good standings with a certain selected group, giving the character a +10 to any social test dealing with the selected group.

Peer works only with smaller subgroups, such as 'The Army' or 'Medical Teams.' A large Peer, such as an entire Country, cannot be chosen.

Practiced Fighter
Prerequisite: Warfare Melee: 45
Cost: 500
When dealing with attacking in close-combat melee, the character count as attacking the opponent's lowest Armor Rating.

This Ability is only used if the character can pass an eyesight-based Investigation to find where the weak-point is in the armor.

If the armor has no lesser-armored section of the body part hit, then add an extra 1D5 to the weapon's piercing.

Precision Strike
Prerequisite: Warfare Melee: 55
Cost: 350
Reduces the penalty for Called Shots for Melee Combat by Half.

Protector
Prerequisite: Agility: 35
Cost: 250
A character with the Protector Ability is able to move in front of, or switch places with a nearby character. To do so, the character must make a successful Agility Test as a Reaction. The Test is to see if the character will make it in time. The limit of the character's Protector Movement is half of the character's Charge range and this uses up the character's next Half Action and counts as a Half Move.

A character may oppose this Test by making either an Agility or Strength Test.

Quickdraw
Prerequisite: Agility: 35
Cost: 250
Quickdraw allows a character to holster or equip a weapon or equipment as a Free Action. If the character has two smaller equipment or weapons, such as pistols, they will be able to Quickdraw them both in the single Action.

Quick Toss
Prerequisite: Warfare Melee: 55
Cost: 300
The character gains the ability to use a Reaction to throw one-handed weaponry at a -10 penalty. This attack does not use up the Reaction, but any other Reactions are at a -20 while Evasions gain only an extra -10, instead. It is considered that both actions are happening at the same time, such as Evading and throwing an Explosive.

Rapid Reload
Prerequisite: Agility: 40
Cost: 500
Any character using Rapid Reload halves the Base Reload Time of any weapons reload (minimum of 1). If Rapid Reload would have a pistol reloaded at below 1 Half Actions, the pistol may be reloaded as a Reaction, if chosen, giving -10 to any other action used in the Reaction.

Rapid Reload does not affect a weapon's recharge rate.

Reliable Reputation
Prerequisite: Charisma: 45
Cost: 250
Any character with this Ability is able to make Social Skill Tests against higher ranking characters without taking any penalties. This Ability can be lost if any respect or likeness towards the other character is lost. This does not work against characters that are under the Revulsion Ability.

This Ability can stack with Peer. This Ability does not remove the bonuses given to the higher rank when dealing with lower levels.

Resilient
Prerequisite: Toughness: 35
Cost: 500
If a character with this Ability is about to break a bone, the character must roll a -10 Toughness Test to resist the bone from breaking. A failed test means the bone breaks as it would before the roll was made.

Resourceful
Prerequisite: Leadership: 45
Cost: 500
After completing a mission, the character gains an extra Support Point.

Revulsion
Prerequisite: Charisma: 25
Cost: 250
A character may select a group that they despise. When dealing against this group, the Character gains a +10 to Intimidation, Interrogation, and other Social Actions that would negatively effect that Group.

Rush
Prerequisite: Agility: 40
Cost: 500
When a character is charging with this Ability, the character moves extra meters equal to the character's Agility Modifier. This allows a character to move through cover and traverse terrain better and faster.

Second Chance
Prerequisite: Toughness: 55
Cost: 750
The character is able to roll a single -10 Toughness Test when going under 0 Wounds from a positive number. If the Toughness Test passes, the character stays at 0 Wounds from the attack and takes no Special Damage.

Shotfun
Prerequisite: Warfare Range: 30
Cost: 500
Opponents attempting to Evade the character's shotgun attacks gain a -10 Penalty.

Snapshot
Prerequisite: Perception: 35 Warfare Range: 35
Cost: 500
Snapshot allows a character to take a Half Action Aim as a Reaction. Taking Snapshot at a Reaction does not fully use it up, but gives a -10 Penalty to anything else used within this Reaction.

Soldier of Fortune
Prerequisite: Luck: 2
Cost: 1500
Any character with the Soldier of Fortune Ability is allowed to reroll one failed test when a Luck point is spent. For example, a character using Luck to reroll a failed Evasion may reroll the test a second time. This may be used only once a Round.

Stabilization
Prerequisite: Medication: +10
Cost: 500
Medics learn a lot on the battlefield and in training. Medics with the Stabilization Ability are able to automatically recover one Wound with a Medical Test on another character, even with a failed roll. This may only be made with First Aid Skill Tests, and can only be done three times a Day.

Steady Aim
Prerequisite: Perception: 40
Cost: 500
When the character is using an Aim Action with this Ability, the character gains a +10 To-Hit.
Sticky Fingers
Prerequisite: Athletics +10
Cost: 450
The character gains +10 to all Climb Tests.

Strafing Run
Prerequisite: Agility: 35
Cost: 500
When advancing while taking fire, the character is able to strafe and dodge incoming fire while continuing their advance. Any attacks made by the Character is at a Penalty during the Strafing Run.

Hitting a Strafing Character that is taking a Half Move is at a -5 Penalty, the Strafing Character gains a -10 Penalty To-Hit.

A Strafing Character moving a Full Move is at a -10 Penalty To-Hit, the Strafing Character gains a -20 Penalty To-Hit.

A Strafing Character moving a Charge Move is at a -15 Penalty To-Hit, the Strafing Character gains a -30 Penalty To-Hit.

A Strafing Character Running is at a -20 Penalty To-Hit, the Strafing Character gains a -40 Penalty To-Hit.

A Strafing Character Sprinting is at a -25 Penalty To-Hit, the Strafing Character gains a -50 Penalty To-Hit.

Strong Back
Prerequisite: Strength: 55
Cost: 650
Characters gain their Toughness Modifier *3 (Toughness Modifier multiplied by 3) to their Toughness when discovering Lifting, Carrying, and Pushing Weight.

Swift Shot
Prerequisite: Warfare Range: 35. Quickdraw
Cost: 500
When the character is making a Quickdraw using a weapon, the character is allowed to take a quick single shot at a -20 penalty as a Reaction, that does not take up the Reaction completely, it just adds a -10 Penalty to anything else sharing the Action.

Trample
Prerequisite: Hand-To-Hand Basic
Cost: 500
When a Character makes a successful Charge into an Opponent, they may opt in to make a Trample. Trample turns the Character's Charge into a powerful attack where the user uses their entire body and force to smash into the Opponent, where the Opponent gains a -20 Penalty to Parry.

If successful, the Trample Charge deals the Character's Strength Modifier and Meters the Character is traveling this Turn in Damage, and +2 for every Size above Small the Character is. If a Character makes a Trample for more than 30 Meters traveled, they take half the Damage they would deal to the Opponent.

Triangulation
Prerequisite: Intellect: 35
Cost: 250
A character with the Triangulation Ability is able to remember previously traveled to locations. The Triangulation Ability gives the character the capability to not need to take any Navigation Tests when in a location they were previously in.

True Inspiration
Prerequisite: Leadership: 35
Cost: 500
The Character is able to give a small speech and spend a Luck Point. Spending this Luck Point gives another Character a free Critical Success (Counts as rolling a 1 on the Test) on their next Test. The User may choose what Test gains the Critical Success, and if not used, the User does not spend that Luck Point.

Unarmed Combatant
Prerequisite: Warfare Melee: 35
Cost: 250
When using the Unarmed Combatant Ability, the character gains half of the character's Warfare Melee Modifier (Rounding Down) to Piercing with melee attacks.

Unbreakable Bonds
Prerequisite: Courage: 45
Cost: 500
When two or more characters of a group have this Ability, the characters take only half penalties from Suppression, and a -30 on the Fear Charts when fighting together. These characters must be Party Members and be in the same battle.

Under Control
Prerequisite: Courage: 45
Cost: 250
Characters under Suppressing Fire or taking Fear Tests gain a +15 to the Courage Test. This also counts for rerolls of the Tests given by other Abilities.

Unrestrained Reflexes
Prerequisite: Agility: 45
Cost: 750
The Character, if aware of an Opponent who is in Point Blank Range, causes that Opponent to lose their Point-Blank Range Bonuses against the Character. Unrestrained Reflexes also gives the Character a +10 to spotting Lasers from Opponent weaponry.

The character may attempt an Agility Test Reaction to negate an Opponent from gaining the Point Blank To-Hit bonus. If Successful, the Opponent must attack the character without the bonus from the Point-Blank Range Attack bonus. This puts all other Reactions taken at a -20 Penalty.

Valorous
Prerequisite: Leadership: 50 and True Inspiration.
Cost: 1,000
In a dire situation, the Character makes a valorous Speech and Burns a Luck Point. This Character inspires all allied Players. These Players all gain a free Critical Success (counted as rolling a 1) on their Turn.

Vault
Prerequisite: Agility: 45
Cost: 500
The character uses incredible agility to use surroundings to double Jumping and Leaping ranges. For example, a character with Vault can use a wall or fence to jump higher to reach a specific location.

Wheelman
Prerequisite: Pilot (Ground): +20
Cost: 500
When piloting ground vehicles, the operator only takes half penalties when it comes to rough and difficult terrain. Any penalties originating from terrain are halved. This shows that the operator of the vehicle is trained and experienced in dealing with difficult driving situations.

STEP 5: EDUCATION

Education isn't given to everyone. Some Soldiers do not need an Education. Education costs Experience to learn, and gives characters training and knowledge of specific types of information.

Education takes time and study. A Character who purchases an Education does not automatically know the Education, but instead, must take off time to do so. A professionally taught Character is able to learn an Education within 50 Days, or 125 if it's an Advanced Education.

EDUCATION TESTS

An Education Test is used when a Player or GM is trying to find out whether a Character knows something specific, whether it is just to see if they know something obscure, or if their knowledge will help them with a Test. A GM should never have Characters roll for things that are obvious within an Education.

An Education Test, when not used with Skills, can be used to help a Character through knowledge-based Tests, as well, using Intellect.

USING EDUCATION WITH SKILLS

Education is rolled like a skill. The Education System can gain Bonuses and Penalties like Skills, you can purchase Advancements in your desired Education, and it can even be Opposed. An Education Test is rolled with the Skill Test it is being tied with. An Education Test is used alongside a Skill to increase the Bonuses the Skill receives. Using Human Linguistics at +5 will offer a +5 Bonus when attempting to translate languages.

A Character supplementing their Skill Test with an Education must have a reason for it to make sense. Using Armoring to supplement a Technology Test based on using a Trebuchet would make no sense. The GM must pay close attention to how the Educations are being used.

OPPOSING EDUCATION

In the field of knowledge, there can be incorrect information or arguments. If characters are arguing or trying to show who knows more about a given subject, then the GM can issue the tests to be Opposed.

KEEPING WHAT YOU KNOW

When you make an Education Test to know something specific about your Education, you will never forget this if you pass. Once you pass any Education Test, you may write down that you know this information, as your Character shouldn't forget it, unless the GM specifies a reason otherwise. This works for other Characters without Education, or learning an Education as the game goes on.

KNOWING THE OBVIOUS

There will always be something that should be obvious to a Character, such as their own culture or heritage. The GM should realize that a Character should always have decent knowledge of their own Religion and Culture.

RESTRICTED EDUCATIONS

Some Educations Types, labeled Restricted, cannot be learned by just anyone. The GM must allow these to be learned under discretion, due to their secrecy or denial by higher powers.

EDUCATION AND UNTRAINED SKILLS

Education Tests do not alter Untrained Skill Penalties. If a character is attempting to make a Skill Test based on a Skill they are untrained in, using an Education will only lessen that Penalty by the bonus the Education gives.

Having an Education that helps a Skill does not count as being Trained in that Skill.

EDUCATION	DIFFICULTY	TYPE	SKILL	+5	+10
Aeronautics	Advanced	Piloting	Stunting, Pilot, Evasion, Technology	400	600
Agriculture	Basic	Engineer	Technology, Survival	200	400
Architecture	Advanced	Engineer	Technology, Security	300	500
Armoring	Basic	Engineer	Technology	400	600
Astronautics	Advanced	Piloting	Pilot, Technology, Stunting, Evasion	400	600
Astrophysics	Advanced	Space	Pilot, Technology	400	600
Bartering	Basic	Cultural	Appeal, Investigation, Deception	200	400
Brewing	Basic	Cultural	Survival	200	400
Carpentry	Basic	Engineer	Technology	200	400
Computer Security	Advanced	Computer	Security	200	400
Construction	Basic	Engineer	Technology, Demolition	400	600
Covenant Culture	Basic	Cultural	Appeal, Investigation	200	400
Covenant History	Basic	Cultural	Appeal, Command, Investigation	200	400
Covenant Law	Advanced	Cultural	Command, Investigation, Deception, Negotiation	400	600
Covenant Linguistics	Basic	Cultural	Cryptography, Technology	200	400
Covenant Literature	Basic	Cultural	Appeal, Command, Investigation	200	400
Covenant Medical Science	Advanced	Biological	Medication, Survival, Interrogation	400	600
Covenant Military	Advanced	Military	Command, Appeal, Investigation, Deception, Interrogation, Security	400	600
Covenant Psychology	Advanced	Cultural	Appeal, Command, Deception, Interrogation, Intimidation, Negotiation	600	800
Covenant Religion	Basic	Cultural	Appeal, Command, Deception, Interrogation, Intimidation, Negotiation	200	400
Covenant Vehicle Maintenance	Basic	Engineer	Technology	400	600
Covenant Weaponry	Basic	Military	Technology	400	600
Culinary	Basic	Cultural	Survival	200	400
Demolitions Assembly	Basic	Engineer	Demolition	400	600
Etiquette	Basic	Cultural	Appeal, Deception	200	400
Flood Biology	Advanced	Restricted	Medication	800	1,000
Forerunner Artifacts	Advanced	Restricted	Technology	1000	1,200
Forerunner Linguistics	Advanced	Cultural	Technology, Cryptography, Investigation	600	800
Forerunner Weaponry	Advanced	Restricted	Technology	800	1,000
Ground Vehicle Dynamics	Basic	Piloting	Pilot, Technology, Stunting, Evasion	400	600
Human Culture	Basic	Cultural	Appeal, Investigation	200	400
Human History	Basic	Cultural	Appeal, Command, Investigation	200	400
Human Law	Advanced	Cultural	Command, Investigation, Deception, Negotiation	400	600
Human Linguistics	Basic	Cultural	Cryptography, Technology	200	400
Human Literature	Basic	Cultural	Appeal, Command, Investigation	200	400
Human Medical Science	Advanced	Biological	Medication, Survival, Interrogation	400	600
Human Military	Advanced	Military	Command, Appeal, Investigation, Deception, Interrogation, Security	400	600
Human Psychology	Advanced	Cultural	Appeal, Command, Deception, Interrogation, Intimidation, Negotiation	600	800
Human Religion	Basic	Cultural	Appeal, Command, Deception, Interrogation, Intimidation, Negotiation	200	400
Human Vehicle Maintenance	Basic	Engineer	Technology	400	600
Human Weaponry	Basic	Military	Technology	400	600
Hunting and Fishing	Basic	Cultural	Investigation, Deception, Athletics, Technology, Security, Survival	200	400
Literacy	Basic	Cultural	Investigation, Technology	300	300
Locksmith	Basic	Engineer	Technology, Security	200	400
Martial Arts	Basic	Biological	Evasion, Athletics	400	600
Mathematics	Basic	Engineer	Security, Cryptography, Gambling	400	600
Merchant	Basic	Cultural	Appeal, Negotiation, Deception	200	400
Military Command	Advanced	Military	Command, Appeal, Interrogation, Negotiation, Deception	400	600
Musical Training	Basic	Cultural	Appeal	100	200
Planetary Science	Advanced	Space	Survival, Camouflage	400	600
Slipspace Theory	Advanced	Dimensional	Pilot, Navigation, Technology, Stunting	1,000	1,200
Tailor	Basic	Cultural	Survival, Technology	200	400
Tanning	Basic	Engineer	Technology	200	400

ACTIONS

WHAT ARE ACTIONS

Actions are types of opportunities a Character may take advantage of or activities they can make during their Turn. Each Turn has two Half Actions, or a Full Action in total, they are able to make each Round. Actions are split into two major Categories; Combat and Non-Combat.

USING ACTIONS

During a character's turn, the character may perform one Full Action or two Half Actions. A character could, for example, make a Readied Stance for their turn (Full Action), or Ready an Explosive and use it (Two Half Actions). It is important to remember that a single Round is only six seconds in length, so a character can only do so much.

Most actions are started and completed within the active character's same turn. If not, these are known as Extended Actions.

SPEAKING ACTIONS

Any action can be combined with talking, battle cries, and other short verbal expressions; these are all considered Free Actions. It is left to the GM to decide what a player might be able to say in that amount of time. An insult to an enemy or a quick order to attack someone is reasonable, but anything that goes in to detail or takes longer than five seconds to say counts as taking an Extended Action that doesn't impede on any other actions taken. These may take an Extended Action to take, but the player may make any other of their normal Actions within their turns while speaking.

ACTION DESCRIPTIONS

These Actions provide players with a variety of options in combat.

COMBAT ACTIONS

ACTION	LENGTH	SUBTYPE	DESCRIPTION
Aim	Half/Full	Concentration	Aiming action to use with weapons.
Blind Fire	Half/Full	Attack	Firing around cover without revealing yourself to the enemy.
Brace Heavy Weapon	Half/Full	Misc.	Preparation to fire a weapon with the Heavy trait.
Called Shot	Half	Attack, Concentration	Aim Action Subtype to attack specific point on the body.
Charge	Full	Attack, Movement	Minimum Full Move movement, increase Damage on Melee Attack.
Readied Stance	Half	Concentration, Attack	Gain an additional Reaction. -20 to Warfare Melee and Warfare Range.
Evade	Reaction	Defense	Test the Evasion Skill opposed against an attack.
Grapple	Half/Full	Attack	Use a Grapple or Hold Action.
Guarded Attack	Full	Attack, Concentration	-10 to Warfare Melee and Warfare Range. +10 to Evasion.
Knock-Down	Half	Attack	Try and knock an opponent to the Ground.
Maneuver	Half	Attack, Movement	Opposed Warfare Melee test, move enemy half your Half Action movement.
Multiple Weapon Attack	Full	Attack	Attack more than once in the same round. Requires two weapons or a talent.
Killzone	Full	Attack, Concentration	Shoot targets coming in to a set kill zone. Full Action to determine zone.
Reload	Varies	Misc.	Reload weapons.
Standard Attack	Full	Attack	Make one melee or ranged attack.
Stun	Full	Attack	Attack to stun a person instead of killing them.
Suppressing Fire	Full	Attack, Defense	Force Opponents to take cover.
Tackle	Varies	Attack, Movement	Attempt to knock over an Opponent.
Tactical Advance	Full	Concentration, Movement	Move from cover to cover.

AIM

Length: Half Action or Full Action
Subtype: Concentration

The active Character takes extra time to make sure their attack is precise.

Aiming as a Half Action gives the Character a +5 To-Hit to the first Attack made during the Character's Turn. Aiming as a Full Action will give a +10 To-Hit, instead.

If the Character took a Half Action Aim, they may later spend a second Half Action to gain the benefits of the Full Action Aim.

Aim Actions are limited to how far the Character's Perceptive Range will allow. This is figured by taking the Character's Perception and multiplying it by 10 in Meters. Scopes will multiply this range.

An Aim Action will last until the Character moves, takes damage, or the Opponent moves more than the Character's Perception Modifier in Meters in a single Round. Aim Actions will also be lost if the Character switches weapons or scopes.

CALLED SHOT

Length: Half Action
Subtype: Attack, Concentration

Called Shots are when a Character attempts to call out specific body parts to Attack. Attacking a specific body location gives the Character a -30 Penalty To Hit, while attacking a sublocation gives a -60 Penalty To Hit. If the roll is successful, the shot is made and hits the chosen location.

The Called Shot will stay in effect on all subsequent shots until the Character takes damage, moves, stops concentrating, or the Opponent moves more than the Character's Perception Modifier in Meters in a single Round. If the Character begins to Attack another target, the Called Shot is lost.

Called Shots taken against weaponry are possible. Standard weaponry come at a -40 Penalty, while attacks against Large and Heavy weapons come at a -20 Penalty.

If the Called Shot missed, but still would have hit with 2 Degrees of Success as a standard Attack (without a Called Shot), it will still hit the target. The Called Shot is ignored and the To Hit roll will be made to see which Location is struck.

BLIND FIRE

Length: Half Action or Full Action

Subtype: Attack

Characters can fire around corners, above cover, and fire their weapon without seeing the target, but knowing their general location.

When using Blind Fire, shots are made at a -60 penalty. Blind Fire gains no Bonuses from Aiming Actions or from any To-Hit bonuses gained from Equipment like sights, scopes, and lasers.

When using Smartlink devices, the Blind Fire Penalty is reduced to -30 and the Character may gain Bonuses from Aiming Actions and Targeting Lasers.

Blind Fire may be used alongside Suppressing Fire, but this adds an extra -20 Penalty To-Hit on top of it.

BRACE WEAPON

Length: Half Action

Subtype: Misc.

There are many weapons that are too powerful or heavy to properly fire without falling or being pushed back. If a user does not Brace a heavy weapon before firing, that user must take a Strength Test.

If the user passes the Strength Test with more than a single Degree of Success, they will not stumble or fall. If the user passes with only one, they stumble back from the force of the weapon. If the user fails with one Degree of Failure, or breaks even, the weapon is dropped and the user stumbles back. If the user fails the test with more than one Degree of Failure, they fall over and drop the weapon.

Heavy Weapons take penalties with Aiming Actions if not Braced. If the User is not Bracing the Heavy Weapon when they have taken an Aim Action, they will only receive half of the Bonus the Aim Action would have given.

Moving while Braced halves the Movement Speed, or the Bracing Action is lost.

CHARGE

Length: Full Action

Subtype: Attack, Movement

The target must be at least the Character's Full Move in meters away and no further than the Character's Charge distance. When charging, the Character can only make one Melee Attack, but the Attack's Base Damage is increased equal to the amount of Meters that were traveled for the Charge Attack. Characters attempting to Evade or Parry the Charge Attack gain a -20 Penalty to their Opposed Test.

READIED STANCE

Length: Half Action

Subtype: Concentration, Attack

The Active Character concentrates entirely on self-defense, taking no Actions beyond speech. The Active Character using Readied Stance may make two Reactions that gives no Penalties, such as a Snapshot giving a -20 Penalty to the next Reaction, or an Evasion giving a -10 Penalty to the next Reaction.

EVADE

Length: Reaction

Subtype: Movement

Evade is a Reaction that a Character performs to attempt dodging an Attack that has "hit" the Character. If the Evasion is successful, the Attack deals no Damage or effects. Evade Actions are made using an Opposed Agility Test with the Evasion Skill against the Opponent's Attack made.

To perform an Evasion, the Character rolls the Opposed Test against the Opponent's To-Hit that was made against the Character. If the Character gains more Degrees of Success against the Opponent's Test, the Attack misses. Each Evasion Test after the first takes a stacking -10 Penalty, meaning the second Test is at -10, the third at -20, the forth at -30, and so on. These Penalties reset at the end of the Round.

When making Evasion Tests, a Character may attempt to jump into cover or away from explosives and falling objects. When making an Evasion, the Character may choose to jump to cover based on the Degrees of Success made on the test. Even if the Character failed the Opposed Test for Evasion, they'll still be able to attempt to jump to cover.

If the Character has not yet moved for the Round, they are able to move up to their Full Move Action in Meters, but if they've already moved past that limit, they will only be able to use their entire Reaction and Evade their Half Action Move in Meters. This means no other Reactions can be made. For every Degree of Success made on the test, the Character is able to move 2 Meters to the previously explained distance. For example, if a Character has a Full Action Movement of 6 Meters and only moved 1 Meter this Round, they have 5 Meters they can move before burning their Reaction for that Round.

If a Character failed the Opposed Test for Evasion, but still had Degrees of Success, they can still attempt to move. If the Character took damage, they must make a –(X) Toughness Test, where (X) is 10 for every 5 Points of Damage taken. If Failed, the Character fails to move at all. If Passed, the Character may move during their Evasion. If attempting to move and is being held or the Opponent is attempting to stop them, they must initiate a Grapple.

EVASION IN MELEE COMBAT

When in Melee Combat, the Character may still attempt to Evade into cover or out of Melee Range. To do so, before making the Evasion Test to escape, they must first make an Opposed Warfare Melee Test. If Successful, the Character then may take the normal Evasion Test to try and escape. If they fail, the Character loses all Evasions for the rest of the Opponent's Round.

EVADE PARRY

Parrying is a sub-type of the Evasion Action, allowing the character to choose to use Warfare Melee instead of Agility to dodge Melee Combat. Parrying is a special Combat technique that allows a Character to block or move the attack away from the Character. If a Parry is successful, there are no Penalties gained to the next Parry, but if the Parry fails, the next Parry will be at a -10 Penalty.

Evasions made after Parrying are at an additional -5 Penalty.

RANGE WEAPON PARRY

The Parry can also be used against Ranged weapons when within Melee Combat. The Character may use a Half Action to make an Opposed Test of either Strength, Agility, or Warfare Melee. If the Character is successful, they give the range weapon using Opponent a -20 Penalty To Hit during their next Turn.

GRAPPLE

Length: Half Action or Full Action
Subtype: Attack
The Character defends or attacks a Grapple Action, which are Actions listed under the Grapple section of Melee Combat. These Actions can be initiating a Grapple, attempting to Break a Grapple, or any Action made during a Grapple Action.

GUARDED ATTACK

Length: Full Action
Subtype: Attack, Concentration
The character performs a carefully made attack to keep a more defensive stance. When making a Guarded Attack, the character suffers a -10 penalty to Melee and Warfare Range Tests, but gain a +10 bonus to all Evasion tests until the beginning of the character's next turn. Any bonuses and penalties gained from a Guarded Attack is lost if the character has been knocked down or stunned.

MANEUVER

Length: Half Action
Subtype: Attack, Movement
When using maneuver, the Active Character attempts to force the opponent a number of meters equal to half their Half Move. This is done through an Opposed Warfare Melee, and is treated as a Grapple. If the Active Character wins, the opposing character is moved in the direction the Active Character is attempting to go. If the opponent succeeds, they go nowhere.

MULTIPLE WEAPON ATTACK

Length: Full Action
Subtype: Attack
This Action allows the Character to use dual-wielding, which can be found in the Abilities and the Combat sections of the book.

KILLZONE

Length: Full Action
Subtype: Concentration
A Killzone is a guarded area where Characters prepare a Combined Action. This Combined Action establishes a Killzone where each Character waits to ambush Opponents who walk inside the guarded area.

A Killzone is the range of the initial Character's Perception Characteristic in Meters with a 45-degree arch in the direction they are facing at the time of the Killzone's creation. All Characters taking part in the Combined Action go at the lowest Initiative of the Characters.

Opponents who move into the Killzone gain a -10 Penalty to Evasion and Reflex Tests and take double the Penalties from Suppressing Fire.

The direction of the Killzone can be changed by using a Half Action of the total Combined Action of all Characters involved.

RELOAD

Length: Varies // Subtype: Misc.
The active character can reload a ranged weapon. The amount of time the Reload Action takes depends on the weapon. Note that any Reload Action that is spread across more than one Round is an Extended Action.

STANDARD ATTACK

Length: Full Action
Subtype: Attack
The Active Character makes either a Ranged or Melee attack.

If the attacking character is unarmed, the character can still attempt to make an unarmed attack or initiate a grapple.

STUN

Length: Full Action
Subtype: Attack
The Active Character makes a Stun instead of attempting to land a killing blow. The Attacker makes a -20 Warfare Melee Test, if the attack succeeds, the attacking character roll a 1D10 and add the attacker's Strength Bonus. The target of the stun rolls a 1D10 and adds their Toughness Modifier +1 for every five points of armor protecting the head. If the Attacker's roll is equal to or higher than the target's roll, the target is stunned for a number of rounds equal to the difference between the two rolls (A round is five seconds).

SUPPRESSING FIRE

Length: Full Action
Subtype: Attack
Suppressing Fire is used when a character or group fires wildly towards an opponent, forcing them to take cover and react under a harsh situation. A character under Suppressing Fire must take a -(X) Courage Test or be pinned.

Characters under the effects of Suppressing Fire must make a Courage Test with a -(X) Penalty, where (X) is the Rate of Fire of all weapons being used in a Combined Action with the Suppressing Fire Action. If failed, the Character is Pinned and must attempt to move to cover or take no other Actions.

Suppressing Fire may be used alongside Blind Fire, for more information on this, please read the Blind Fire Action.

TACTICAL ADVANCE

Length: Full Action
Subtype: Movement
The Active Character moves from one point of cover to the next. In doing so, the character may cover a distance up to their Full Action move. For the duration of the move, the character is considered to benefit from the cover the character left from, even though the character is moving in the open for a moment.

TACKLE

Length: Varies
Subtype: Movement, Attack
The Active Character attempts to knock their Opponent to the ground with a Successful Strength, Agility, or Warfare Melee Test. There are two types of Tackle, one which initiates a Grapple, and one that does not. This move can only be used when within Melee Range of the Opponent, or within their Charge Range.

If the Active Character successfully makes the Opposed Test, the Opponent is knocked to the ground, and the Active Character may decide whether or not a Grapple was initiated.

If the Active Character fails the Opposed Test, the Tackle fails. If the Active Character fails with more than one Degree of Failure, the Opponent may decide to reverse the Tackle, or initiate a Grapple against the Active Character.

NON-COMBAT ACTIONS

ACTION	LENGTH	SUBTYPE	DESCRIPTION
Delay Action	Half	Misc.	Before your next Turn, take any Half Action.
Haggling	Varies	Concentration, Social	Effort to lower prices or reduce trades ad negotiations.
Jump or Leap	Half/Full	Movement	Jump vertically or horizontally. If movement is 10+ meters, takes Full Action.
Lock Picking	Varies	Concentration	Using the Security Skill to attempt removing physical locks.
Move	Varies	Movement	Move up to your Full Move.
Performance	Varies	Concentration, Social	Performing various entertainment-oriented actions. Varies in time.
Ready	Half	Misc.	Ready a weapon or item.
Sleight of Hand	Half/Full	Concentration	Attempting to trick or steal from others with the use of their hands.
Stand/Mount	Half	Movement	Stand Up or begin climbing something.
Use a Skill	Varies	Concentration, misc.	Use of a skill.

DELAY

Length: Half Action
Subtype: Misc.
Instead of acting immediately, the character waits for an opportunity they can act upon. When a character chooses Delay, the character's turn "ends," and any time before the start of the character's next turn, the character can take one Half Action. This Half Action cannot interrupt another Character's Turn unless an Extended Action is being made. If two or more characters take a Delayed Action, they must make an opposed Agility Test to see who acts first.

HAGGLING

Length: Varies
Subtype: Concentration, Social
When attempting to haggle prices, a Character must roleplay out a scenario. The better the reasoning, the higher the modifiers should be for that Character.

When attempting to Haggle, the Characters must use their Negotiation Skills. For every Degree of Success above the seller the buyer gets, the price drops, to a maximum of 3 Degrees of Success.

Gaining Degrees of Failure has a chance to reduce that Character's Disposition towards the Character attempting to Haggle.

DEGREES OF SUCCESS	MODIFIER
0	--
1	-5% Discount
2	10% Discount
3	15% Discount

JUMP OR LEAP

Length: Full Action
Subtype: Movement
Characters can Jump vertically or Leap horizontally. If the Active Character is engaged in melee, each opponent they are engaged with may take a free standard Attack against the character. See Movement for details on Jumping and Leaping.

LOCK PICKING

Length: Varies
Subtype: Concentration
When figuring how to pick a lock, the GM assigns a Lock a difficulty Value, from 1 being easy, to 15 for incredibly difficult. Every Full Action, the Character must attempt to gain that many Degrees of Success in an Extended Action using their Security Skill. Every Degree of Success gives a point towards the goal, while every Degree of Failure removes one point. Once the difficult value is reached, the lock is disarmed. Every Test made to reach the needed goal is a Full Action.

Locks that are Difficulty 10 and over will reset Degrees of Success and Degrees of Failure if the Extended Action is stopped without the lock being disarmed.

MOVE

Length: Half Action or Full Action
Subtype: Movement
The Active Character is able to take on of their many Movement Types found in the Movement section of the book. The Character is able to use another Action while on the move, the following are modifiers to those Actions.

Characters are allowed to take their move actions and use it with firing weapons or any other type of action, unless it is a Melee Attack.

Characters taking a Half Action Move can perform another Half Action simultaneously at a -10 penalty.

Characters taking a Full Action Move can perform a Half Action simultaneously at a -20 penalty.

Characters taking a Charge Action Move can perform a Half Action simultaneously at a -25 penalty.

Characters taking a Run Action Move can perform a Half Action simultaneously at a -30 penalty.

PERFORMANCE

Length: Varies
Subtype: Concentration, Social
Musical performance is an Action that allows a Character to dance, play musical instruments, sing, and play out acts. Each type of performance has a modifier that alters the difficulty of the Action being made.

A Performance Action uses the Appeal or Stunting Skill, depending on how the Character is attempting to go about their Action. The GM and Player may work together to decide how they perform their Action. The Acting Performance may be used with the Deception Skill, instead of Appeal or Stunting.

The amount of Degrees of Success the Performance Test made, the better the performance's outcome. For every two Degrees of Success made on the Test, the GM may improve the Disposition of an NPC.

PERFORMANCE	MODIFIER
Acting	-10
Dancing	-10
Difficult Dance	-40
Intricate Dance	-30
Musical Instrument with Education	--
Musical Instrument without Education	-30
Singing	--

READY

Length: Half Action
Subtype: Misc.
Ready is when an Active Character draws a weapon or retrieves an object that was stowed away or holstered. Skills and Talents may affect the speed at which items are readied, such as Quickdraw. This can be used to apply poisons or to administer a drug.

SLEIGHT OF HAND

Length: Half Action or Full Action
Subtype: Concentration
Sleight of Hand is an Action that involves a Character being backhanded or sneaky with actions performed with their hands. Sleight of Hand includes actions like Pickpocketing, manipulating items so that no one will notice, or even magic tricks like making a coin disappear. Sleight of Hand Actions have modifiers that alter the difficulty of the action being taken. Underneath this is a table that offers examples of Sleight of Hand Actions.

Sleight of Hand involves actions such as attempting to steal from the pocket or pouch of another Character, otherwise known as Pickpocketing. A pickpocket is generally done by trying to remove small items from a pouch or source worn by a Character without them noticing.

Sleight of Hand uses the Deception Skill as its base, and is opposed by the Opponent's Investigation Skill.

A failed Sleight of Hand Action will alert the Character the Action is against. If the Opponent wins the Opposed Test, they are aware of the Actions made by the Character.

SLEIGHT OF HAND	MODIFIER
Magic Trick	+10
Card Trick	--
Pickpocket an ID Card	-10
Hide or draw out a small weapon or object	-10
Hide or draw out a medium-size weapon or object	-20
Remove a weapon from its sheath	-30
Hide or draw out a large weapon or object	-40

STAND/MOUNT

Length: Half Action
Subtype: Movement
If the Active Character is on the ground, the character may stand. If the character is already standing, the character may begin a mounting action to ride a beast or vehicle, or begin climbing a character at least two sizes larger.

USE SKILL

Length: Varies
Subtype: Concentration, Misc.
The Active Character may use a skill. This involves making a Skill Test. The time in which the Skill test takes place is determined by the skill being used.

COMBINED ACTIONS

Multiple Characters may choose to opt in and combine all their actions in to one. This allows them to do more precise Actions in groups of two or more. When characters combine Actions, they go at the slowest Initiative of the group participating in the Combined Action. This Action must be declared at the fastest character's Initiative.

Characters that are taking Combined Actions give up their turn until the slowest character is ready.

ACTIONS NOT COVERED

If a character wants to do an action not covered by the game rules, the GM should attempt to allow the action. The GM should consider whatever Skill or Characteristic the Action could cover. It is best that the GM and players to write down how they handled such an action for later use.

MAKING THE ATTACK

The most common Action in 100DOS is the attack. No matter what the characters are armed with, the process is the same. Before the attack is made, the GM should verify that the attack is even possible by checking the requirements for the attack.

Melee attacks require the attacker to be in range of hand-to-hand combat, unless a weapon is extended. If the attack is possible, follow these steps.

ATTACKS AND COMBAT

Every weapon has a rate it can Attack. This indicates how many Attacks a character can make in a Full Action. If a character decides to use a weapon as a Half Action, the amount of Attacks is halved (Rounded Up).

- STEP ONE: Apply Modifiers to Attacker's Characteristic
- STEP TWO: Attacker makes a test
- STEP THREE: Opponent Opposes the test
- STEP FOUR: Attacker determines hit location
- STEP FIVE: Attacker determines damage

STEP ONE: APPLY MODIFIERS TO ATTACKER'S CHARACTERISTIC

A Melee attack requires the attacker to make a Warfare Melee Test. A ranged attack requires the attacker to make a Warfare Range Test. There are many instances where one or more factors make performing the attack easier or more difficult than usual.

If a situation calls for two or more bonuses or penalties, simply combine all modifiers together.

When determining difficulty, common sense should be used. Regardless of the usual limits and test penalties, some actions are simply impossible.

STEP TWO: CHARACTERS MAKE A TEST

After the modified characteristic has been determined, the Active Character makes their hit roll. If the roll is equal to or less than the modified characteristic, the attack hits. When determining where an attack hit, reverse the two numbers, for example, a 34 To-Hit becomes a 43 and strikes the Body, and a 50 To-Hit becomes an 05 and strikes the Head.

STEP THREE: OPPONENT OPPOSES THE ATTACK

When an Attack is made, the Opponent may attempt to Oppose the Test by taking an Evasion or Parry Action. The GM may decide if other Actions are applicable to the instance. This uses an Opposed Test.

STEP FOUR: ATTACKER DETERMINES HIT LOCATION

To find Hit Location, the GM or Player must go to the Combat Section under To-Hit and Medical Wounds and Health Issues.

STEP FIVE: ATTACKER DETERMINES DAMAGE

After the hit location has been determined, the attacking character determines the damage dealt by their attack. Each weapon has a damage listing, and any modifiers have listed damage that is added on. These damages represent a damage roll and what kind of special modifiers also take effect. All damage shown and rolled is then added up.

CRITICAL DAMAGE

When rolling for Damage after an Attack was made, if a Natural 10 is rolled for a D10, or a Natural 5 is rolled for a D5, the Attack will deal Special Damage from the Special Damage Chart found in the Medical section of the book.

For Attacks that might roll more than one Critical Damage in a single Attack, each 10 (or 5 rolled on a D5) will add +1D10 to the Special Damage roll.

ARMOR

Armor is the Characteristic in which a set of armor, shields, or cover can ignore Damage. Armor is used alongside the Character's Toughness Modifier to figure Damage Resistance.

DAMAGE RESISTANCE

A Character's Damage Resistance is the amount of damage a Character can ignore from an attack. Damage Resistance is figured by adding together the Character's Armor in the location struck and the Character's Toughness Modifier. The total combination of these Characteristics creates the Character's Damage Resistance.

PIERCE

Weapons have a Characteristic that allow the weapon to ignore a certain amount of Damage Resistance of the Character being attacked. This Characteristic is known as Pierce.

As an example, if a weapon were to deal 15 Damage and 15 Pierce to an Opponent with 20 Damage Resistance, only 5 Points of Damage Resistance will be left to guard against the 15 Damage. This means that only 10 Damage will get through from the Attack.

COMBAT CIRCUMSTANCES

Combat circumstances reflect the effects of terrain, weather, tactical situations, and a mess of other factors. Many circumstances alter the difficulty of tasks by giving to the players, such as firing into smoke or darkness, or jumping over cover to make a charge.

Explosives may make new cover, or take already existing cover down. Characters could be in combat in the glassed ruins of a city, or taking cover behind two dead Hunters. All of these will affect how a battle plays out, so players must use caution and the GM must keep track of variables that alter combat.

MOVEMENT

At many times in game, it is unimportant to worry about how fast a character can run or how long it takes the character to walk. On the other hand, there can be situations where that can come up during the game. It can become important to know just how far the character can move over a given time.

During Combat Rounds, the character may take a specific Action to move at one of the speeds given to the character, or any number in between. The number of meters a character travels per Round at these speeds is determined by the character's Agility Mod. See the table below for details. This table shows the structured time movement for Meters per Round.

Agility Mod	Half Move	Full Move	Charge	Run
0	1/2	1	2	3
1	1	2	3	6
2	2	4	6	12
3	3	6	9	18
4	4	8	12	24
5	5	10	15	30
6	6	12	18	36
7	7	14	21	42
8	8	16	24	48

CROUCHING AND PRONE MOVEMENT

When a character begins to crouch, that character may only take Half Moves during movement. A character beginning to crouch and coming out of a crouch takes only a Free Action. A character that is Prone may only move half of their Half Move. A character may take a free action to drop to the ground to go Prone.

NARRATIVE MOVEMENT AND TERRAIN

Terrain conditions easily affect just how fast a character can cover ground during Narrative Time. Obviously, footslogging through marshes is more time consuming and difficult than normal grasslands.

HURRYING

If a character needs to, the character can pick up the pace, moving double the Narrative Time for 2 * Toughness Mod in hours. At the end of this movement, the character must make a Toughness Test or take +1 level of Fatigue. In addition, a hurrying character is less likely to pay notice to the surroundings, so the character takes a -10 penalty to all Perception-Based Tests. Each time the character hurries in succession, the character gains an extra -10 to the Toughness Test. This builds up until it maxes out at -30.

RUNNING AND NARRATIVE TIME

Characters can run full burst during Narrative Time, but in doing so, the character becomes tired. When running, a character triples the rate at which the character moves, but each hour of sustained running calls for the character to make a –(X) Toughness, where (X) is +10 for every hour run. If the test fails, the character takes +1 degree of Fatigue. When a character is running and watching their steps, the character takes -20 to all Perception-based Tests. After three hours of running, characters begin taking Fatigue at base, before even rolling to see if they take any extra.

MOVEMENT AND THE ENVIRONMENT

The movement rates for characters described in the previous table assume a reasonably clear battlefield. There may be obstacles and difficult terrain. There are circumstances where obstacles may not impede speed and time. This can include rubble, cave-ins, dense fog, and a variety of other conditions. A GM must always take these conditions in to mind.

Agility Mod	Per Minute	Per Hour	Per Day
0	12m	0.75Km	7Km
1	48m	1.5 Km	15 Km
2	72m	3 Km	30 Km
3	96m	4 Km	40 Km
4	120m	6 Km	60 Km
5	144m	7 Km	70 Km
6	168m	9 Km	90 Km
7	192m	10 Km	100 Km
8	216m	12 Km	120 Km
9	240m	13 Km	130 Km
10	264m	15 Km	140 Km
11	288m	16 Km	160 Km
12	312m	18 Km	170 Km
13	336m	19 Km	190 Km
14	360m	20 Km	200 Km
15	384m	22 Km	220 Km

CLIMBING

There may be times where a character needs to climb over a wall, but does not have the ability of flight. Climbing is divided into two types, Simple and Difficult.

SIMPLE CLIMBS

Simple climbs can include fences, walls, craters, and anything else that requires effort to move over, but not real Skill to accomplish. Any character with both hands free can easily accomplish these Simple Climbs, provided the character takes the time to do so.

If a Character is trying to climb quickly, is being attacked, or is distracted in any other way, the character needs to make a Strength Test, Climb Test, or Agility Test. If successful, the character climbs as usual. If the character fails the Test, the character cannot make it any higher. If the character fails by two or more Degrees of Success, the character falls.

The GM can adjust the difficulty of the test based on the condition of the climb.

DIFFICULT CLIMBS

Many surfaces are beyond the means of an ordinary climb. A cliff with overhangs, buildings with no visible handholds, and icy precipices are all types of Difficult Climbs. These require a Skill to climb successfully.

A character may make as many attempts as needed to make the climb. To make the climb, the character must make a Climb Test using Athletics. On a success, the character ascends at a rate of one-half the character's Half Move speed. For each degree of success, the character climbs half their Agility Mod in meters extra, up to three times the distance. Characters can gain bonuses for special climbing gear or utilities they have created. Characters should gain large bonuses (Such as +40) to the Test for using intelligent ways up, such as abseiling and harnessing.

A character can descend and ascend Difficult Climbs more quickly by abseiling and harnessing, using chains and climbing gear to traverse the climbs. The character must make Strength Tests to keep hold of any climb equipment and chains being used.

JUMPING AND LEAPING DISTANCES

A jump is a controlled vertical ascent or descent where the character either jumps as high as they can, or down "safely." Performing any kind of Jump or Leap is treated as Half Action, unless the character is jumping or leaping larger than 10 Meters. A Jump's length is 10 Meters per Half Action.

A character's jump height is a fourth ($1/4^{th}$) of their Strength Modifier in meters. A character's jump distance is the highest of their Half Agility Modifier, or Half Strength Modifier. A running start for a jump is able to increase this distance. Every 10 Meters the Character is moving during the Turn gives a +1 Meter increase to the Jump distance.

SWIMMING

Characters that can swim do not need to make Swim Tests under regular circumstances. If a character is in hazardous waters, or have their limbs shackled, or any other condition that is considered Hazardous, then the character must make a Swim Test as a Full Action. A success indicates that the character moves any direction up to a number of meters equal to one-half the character's Strength Bonus. A failed Test means the character makes no progress and cannot move.

A character can choose to swim underwater. The character must hold their breath. A character that is unable to swim for any reason automatically goes underwater, which means the character will be at risk of suffocation due to drowning.

Heavy equipment, armor, and systems makes swimming extremely difficult. If a character is weighed down, all Swim Tests are Very Hard (-30) and a failed Test automatically imposes one level of Fatigue. The GM may decide if some Swimming Tests are easier or harder for any reason they please.

SWIMMING IN NARRATIVE TIME

Extended Swimming can be exhausting. A character can swim for a number of hours equal to the character's Toughness Mod. After this point, the character must make a Toughness Test per hour with a cumulative -10 penalty per each hour. On a failed test, the character takes +1 level of Fatigue for every Degree of Failure. If the character falls unconscious due to Fatigue, the character goes underwater. If the character needs to breathe, the character begins to Suffocate.

FIGURING PUSH, LIFT, AND CARRY WEIGHT

Carry Weight is how much a Character can hold while still moving normally. This is figured by adding a Character's Strength and Toughness Characteristics together. For example, a Strength of 45 and a Toughness of 50 means a Carry Weight of 95 Kilograms.

LIFTING WEIGHT

To figure Lift Weight, you multiply the Carry Weight by 2. This is the weight a Character can have and move without Run or Charge Actions.

A Character's Lift Weight is how much the lift, while not being able to make any Run or Charge Actions.

For every (X) kilograms over the Lifting Weight, the Character will begin taking Fatigue and will gain a -10 Penalty to their Agility. (X) is the Character's Strength Characteristic. If the weight reaches the Character's Pushing Weight or the Character can no longer move, the Character gains a Degree of Fatigue and cannot move any further until weight is dropped.

For every 10 Minutes the Character is past their Lifting Weight, the Character takes a Degree of Fatigue.

PUSHING WEIGHT

To Figure Push Weight, you multiply the Carry Weight by 4. This is the weight a Character can push or pull objects.

When attempting to surpass the Pushing Weight, the Character must make a Strength Test. For every Degree of Failure, they take a Degree of Fatigue.

OVER ENCUMBERED CHARACTERS

If a character attempts to overexert himself by carrying, lifting, or pushing more than their limits, the character counts as Over encumbered. An Over Encumbered Character gains a -20 Penalty on any Tests that would take Physical movement, such as Running, Jumping, and Evading.

LIGHTING

Light is a crucial factor to many aspects in life. Many battles can take place at night or in the dark, wet caves of a planet. As a result, the darkness becomes an enemy in of itself, concealing movement and horrors that could lurk within.

There are multiple types of lighting, Blinding, Bright, Normal, Shadowed, Dark, and Pitch Black.

SPEED

The speed of an item alters how others must deal with it. The faster an item is going, the more a Character must concentrate to deal with the item. The Speed Chart shows just what sort of Penalty comes with an item moving at a given speed. The faster the object, the greater the penalty. The chart also lists any increase in damage an item will cause from the speed the item is going. The Penalty of dealing with an object is (X), where (X) is the speed the object is moving in KM/H. As a word of thumb, for every 10 KM/H the object is moving, the object will deal +1 damage.

Do not add additional damage to a weapon being fired or a melee attack being made. This is to figure damage being caused by objects which have no damage statistics.

FALLING

Characters can fall and take damage. Falling damage ignores Armor. The Chart at the bottom of this page lists how much damage a Character takes based on the height they are falling from.

METERS	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
DAMAGE	1D10	2D10	3D10	4D10	5D10	6D10	7D10	8D10	9D10	10D10	11D10	12D10	13D10	14D10	15D10	16D10

GRAVITATIONAL EFFECTS AND VACUUMS

Gravity can easily hinder the movement of a Character, whether it be jumping or even just walking. When under the influence of differing gravitational effects, make sure to consult this section.

ZERO GRAVITY AND VACCUUMS

When trying to move in Zero Gravity, the Character's first movement is most likely their last controlled movement. Jump and leaping distances are infinite, but the speed is the same as whatever their original Movement Speed was for the Action.

Characters floating in Zero Gravity cannot control their movement in any way. They are Helpless and cannot Evade.

LOW GRAVITY

The GM will let people know how much lighter the Gravity is in a location compared to what they are used to, which is Earth's gravitational pull as a simple bar to set, this being 1. If Gravity is half of Earth's Gravity, that means all Jumping and leaping distances are multiplied by 2 as an example. This is also a multiplier to how much the Character can Carry and Lift in this situation, but not Push.

If you have magnetic boots or something that will hold your own weight down, you can increase your Push by the multiplier applied to your Carry and Lift weights.

ULTRA LOW GRAVITY

Ultra-low gravity is what happens when the Gravity hits below a third of Earth's gravity. This means that any movement is now hindered, and is given penalties to control. Jumping and Leaping distances are still multiplied as they were in Low Gravity.

The Character's Carry and Lift are also given the standard low gravity bonuses, but Push is still not affected.

GRAVITY	MOVEMENT PENALTIES
1/3RD Earth's Gravity	-10
1/4th Earth's Gravity	-20
1/5th Earth's Gravity	-30
1/6th Earth's Gravity	-40

HIGH GRAVITY

High gravity gives an opposite effect to Movement, Push, Carry, and Lift. The higher the Gravity, the slower you get, the less you can carry, lift, and push, and the shorter you can jump and leap. It also gives Movement Penalties based on the severity of the Gravity. For every .5 higher the Gravity is compared to Earth, the Characters get -10 Penalty to all Movement. For every .5 higher the Gravity is, Characters also get a -5 Penalty to their Agility and Strength Modifiers, affectively lowering their Movement and Strength.

The Push, Carry, Lift weights and Jump and Lift distances are also divided by the Gravity. This means that a Character that can jump 10 Meters will only be able to jump 5 Meters in 2x Earth's Gravity.

FLYING

This section covers the entirety of flying characters and flying in general.

ALTITUDE

On a typical Earth and Earth-like planets, there are three broad altitude levels: High Altitude, Low Altitude, and Hovering. A flying character can change altitude by one level during each Move Action taken. If a character is using a Charge or Run Action, the character can change altitudes by two levels. A character moving up an altitude from High Altitude will attempt to leave atmosphere.

HOVERING ALTITUDE

Hovering means that the character is skimming just above the ground or however high specified by the character. The character can move over low obstacles with relative ease. Hovering characters can both attack and be attacked by other characters on the ground using even melee.

A vehicle with this Hovering ability stays at the same height above ground, unless stated otherwise. If a character falls in a pit, the character cannot just hover out.

LOW ALTITUDE

This altitude indicates that the flying vehicle is at heights reach, and usually high above the Earth. A low altitude vehicle takes no penalties for shooting downward, but those firing up suffer a -30 penalty to their Firearm Tests.

HIGH ALTITUDE

When a character is flying at High Altitude, it is far beyond the range of many attacks, even range.

The vehicle in High Altitude is at a -20 penalty for firing downward.

ENVIRONMENT

The Environment section of the book will lay out the various mechanics of a Character interacting with their environment, whether it be nature, an urban environment, or even a battlefield. This section will offer rules for hearing, seeing, spotting, and auditory rules for the characters to follow when needed.

CONDITIONS	DIFFICULTY
Fog and smoke	Roll Perception. Failing means -10
Deep mud and liquids	-10
Darkness	-10
Dense Crowds	-30
Rubble	-20
Craters	-30
Tremors	-30

WEATHER AND UNNATURAL CONDITIONS

Warfare Melee and Warfare Range Tests made while in harsh weather or unnatural conditions are at penalties. The GM may determine if some conditions are worse and deal greater penalties.

COMBAT IN WEATHER AND UNNATURAL CONDITIONS

Warfare Range Tests made to attack characters concealed within fogs, mist, smoke, and dark shadows are at a penalty To-Hit. The same goes for the character taking the shot being concealed within the fogs, mists, smokes, and shadows.

LISTENING FOR FOOTSTEPS AND HEARING MODIFIERS

Listening for footsteps depends on the ground being walked on, the weight of the equipment being carried, and the type of footwear.

GROUND TYPE

GROUND TYPE	MODIFIER	GROUND TYPE	MODIFIER
Sand	+0	Grass	+5
Light Snow	+15	Tall Grass	+20
Moderate Snow	+20	Ash/Silt	+15
Heavy Snow	+25	Dirt	+0
Rock	+15	Leaves/Sticks	+20
Gravel	+20	Metal	+30
Water	Depends on Depth	Water Depth	+5 for every inch depth.
Echoing	x2 modifier	Damp Natural	Half penalty

WEIGHT, FOOTSTEPS, MOVEMENT SPEED AND FOOTWEAR

For every 10kg being carried, the footsteps gain a +5 to be heard. Charging and running, and anything faster, give an x2 multiplier for the noise made.

FOOTWEAR MODIFIERS

FOOTWEAR	MODIFIER
Bare, Leather, Cloth	0
Combat Armor, Heavier Footwear	+10
Metal/Armor	+15

LISTENING FOR GUNIRE

Listening for gunfire can have multiple uses, such as pinpointing the direction of an attacker, finding where a skirmish may be happening, or seeing if a player can notice a fight even happening.

The GM should take Background Noises into account, the weapon being used, the amount of gunfire, and the distance of the gunfire into account.

For every dice roll the weapon uses for attacking in the previous turn, the Test gains a +5 Bonus. The GM should apply a Difficulty Modifier to the Test based on range. After figuring out the modifiers, the Player's amount of Degrees of Success can get them closer to the whereabouts of the gunfire.

Due to all of the possible variables to spotting or listening for gunfire, it's best to apply a Difficulty Modifier that sounds best to the GM in any given scenario.

BACKGROUND NOISE PENALTIES

A battlefield can be loud, making Hearing Tests difficult. There are many different noises that make listening to specific targets difficult, and here are some examples.

BACKGROUND NOISES

BACKGROUND NOISE	PENALTY
Animal chatter	-5
Nearby Fighting	-10
Nearby Heavy Fighting	-20
Jungle Chatter	-30
Light Fighting	-20
Heavy Fighting	-40
Explosives, and Large Battlefields	-60

DARKNESS

Warfare Range Tests made in the darkness have a -30 penalty To-Hit. Warfare Melee Tests made in the darkness have a -20 penalty To-Hit. While a character is concealed by darkness, concealment skill tests gain a +20 bonus.

LIGHTING	SIGHT PENALTIES
Blinding	-50
Bright	-10
Normal	0
Shadowed	-10
Pitch Black	-60

Normal is the light most characters are used to. This has no penalty or bonus to any sort of sight-based Perception Tests.

Blinding lights give characters -50 to see, as it is far too bright for their eyes or Optics to handle.

Bright lights are only a small annoyance to the eyes, and only give the character a -10 to sight-based Perception Tests.

Shadows are dim-lit areas, or shadowed locations in which it can be a bit difficult to see in. This leaves characters at a -10 to see. Characters looking in to shadows from the light are at a -20 to see, and characters in the shadows looking outward are at no penalty.

Black is no light. With no presence of light means no seeing a thing. Characters are at a near impossible -60 to sight-based Perception Tests. Characters in Black darkness are considered blind.

Characters standing in front of light appear almost completely shadowed, and is a tactic used to catch others off guard, as they are engulfed in shadow, and the light is used to disorientate opponents.

Lighting can affect movement, such as moving in shadow, blinding, and black. This is up to the GM on how, or if it even does. Lighting also effects combat how combat works. These sight penalties also act as To-Hit penalties when in combat.

MASKING FOOTSTEPS

A character may attempt to hide and mask footsteps by rolling successful Athletics Tests. Masked footsteps take only half Penalties. These tests should gain penalties for excessive weight and equipment

or on certain surfaces such as dried leaves, grass, and metallic surfaces.

ENVIRONMENTAL CAMOUFLAGE

Environmental Camouflage is the use of patterns and colors to blend the user in with the Environment. Environmental Camouflage includes using the Environment to your advantage to be harder to find. The types of Environmental Camouflage include Woodland, Urban, Desert, Snow, Rock, Darkness, and Jungle.

MAKING THE MOST OUT OF ENVIRONMENTAL CAMOUFLAGE

A trained or skilled Environmental Camouflage user can make more out of their Camouflage by attempting more to blend into their Environments. These bonuses do not come unless the character is properly blended into their Environment. Some actions, on the other hand, can give Penalties to the Camouflage.

CAMOUFLAGE ACTIONS	BONUSES OR PENALTIES
Prone	+20 Bonus
Crawling	+10 Bonus
Crouching	-0 Penalty
Walking	-10 Penalty
Running	-20 Penalty

CLOAKING

Cloaking is a type of Camouflage that masks the character through light bending, projection, and color manipulation. These can make the Character nearly invisible and allows them to blend into their surroundings.

These cloaking devices give penalties to another user to see the character.

WATCHING FOR CLOAKS

A character may attempt to study and watch for ripples in the air, which then gives the user a +20 for spotting the cloaked user. When doing this, the character must sit and watch for at least six seconds (Full Action). When searching for cloaked characters, the Penalty for seeing the Character is reduced by half. Concentration must be kept.

USING WEAPONS WHILE CLOAKED

When a user is cloaked, the weapons used by the character are also hidden.

A character that fires a weapon while cloaked is swiftly uncloaked and recloaked within the time of a Half Acton, allowing the Character to be spotted and gain no bonuses by those who can see the Character. Firing for a Full Action will remove the cloak completely.

VISR AND CLOAKED CHARACTERS

VISR and other visual devices such as infrared Goggles can spot cloaked characters with relative ease. VISR outlines cloaked figures just as it does uncloaked figures, while Infrared shows a character's figure masked in red color. This halves all Cloaking bonuses the cloaked Character receives, but not those given by the Camouflage Skill or Education.

DEALING WITH CLOAKED USERS MULTIPLE TIMES

Over time, a Character will learn to better spot the distortion caused by a Cloaked Character.

A character dealing with cloak users more than once gain +10. A character dealing with cloaking users more than five times give times gain +15. A character dealing with cloaking users more than ten times gain a +20. This cannot surpass the +20 bonus.

SUPPRESSED AND SILENCED WEAPONRY

When a weapon is using a suppressed and silenced weapon, that weapon is harder to detect. Weaponry using a suppressor will list the effects they have on these Actions.

INVISIBILITY CLOAK HUMMING

As long as there is not a lot of noise, a character can hear the humming of a cloaking system within 3 meters. The character is able to make a +10 Investigation Hearing Test to help spot the cloaked character. Within 2 meters, that bonus becomes +20. At point blank, the bonus becomes +30.

STACKING CAMOUFLAGE TYPES

Environmental Camouflage does not stack benefits with other Camouflage. Ghillie Suits and Cloaks will not gain extra benefits from wearing a Camouflaged Battle Dress Uniform.

An invisibility-based Cloak will not stack benefits with an Environmental Camouflage.

UNSC/INSURRECTIONIST BATTLE DRESS UNIFORMS

All UNSC/INSURRECTIONIST Battle Dress Uniforms have a Camouflage for specific Environment types. Before a Mission, a Character can trade out their BDU's Camouflage for one that matches the Environment they believe they will be stationed in. Here is a list of the offered Environments for Camouflage.

UNSC/Insurrectionist BDU Armor Camouflage all give a +10 to Camouflage Tests if in the right Environment.

The following Camouflage List is also used for selecting and trading in Ghillie Suits.

CAMOUFLAGE PATTERNS	ENVIRONMENT
Oceanic	Environments with mainly water
Woodland	Forestry, Woodland
Human Urban	Human urban locations
Covenant Urban	Covenant urban locations
Desert	Desert and sand environments
Snow	Snowy environments
Rocky	Cliffs, mountains, rocky environments
Jungle	Environments of jungle
Dark	Darker Environments and Nighttime

FIRING AT CLOAKED TARGETS

When a cloaked Target has been spotted by the Attacking Character, the Character will only receive a -10 Penalty To Hit when attacking them. If the Character has VISR, then they will receive no Penalties To Hit against the cloaked target.

HIDING AFTER BEING FOUND

When a Cloaked or Camouflaged Character attempts to use their Camouflage Skill to hide from their enemy after being Spotted, that Character must first flee the scene AND break line of sight with their Opponent. If this is not done, the once-hidden Character will no longer receive benefits of being cloaked, beyond what was mentioned in the "Firing at Cloaked Targets" rule, above.

COMBAT

Previously in the handbook, there was a Combat Overview section that went through the bare basics of Combat. This section will cover more ground on how combat can be handled.

NARRATIVE TIME AND STRUCTURED TIME

There are two types of timekeeping in 100DOS; Structured Time and Narrative Time. The GM must choose what is needed based on the needs of the story and choices made by the players. At times, the GM must convey a loose sense of time or a series of events happening once after another, which is known as Narrative Time. In other situations, such as combat and tense situations, need more precise time keeping is needed, so the GM should use Structured Time.

NARRATIVE TIME

In many situations, the game does not require precise time keeping. In many situations, it is enough to know of certain actions taking only a few minutes, about an hour, or even a day. Narrative Time is most often used outside of combat.

STRUCTURED TIME

Structured Time is used for combat and solving problems. Structured Time is used when everything that happens counts, and order is needed. Structured Time is divided into Rounds, Turns, and Actions.

ROUNDS

A Round consists of every character participating in the encounter taking a single Turn each. Each Turn in a Round is roughly six seconds long, regardless of how many characters are involved. Every Turn taken in a Round happens almost simultaneously, with the faster and luckier characters acting first.

TURNS

Every character in an encounter gets one Turn each Round. Before the combat or encounter begins, each character rolls Initiative to find the specific order they go in. Turns overlap each other slightly. Every Turn is a combination of Actions.

ACTIONS

A character is able to perform one or more Actions on their turn. Each character is able to perform multiple Actions in a turn, the order in which they happen doesn't always matter. For example, a character has two Half Actions; the character could spend one Half Action moving forward and another Half Action of drawing out a weapon. So, the order in which these actions does not matter. An example of when Action order is important is when a character must stand before walking or reloading before firing.

COMBAT SYNOPSIS

Combat is resolved in Structured Time divided into Rounds, Turns, and Actions. Each character takes one Turn each Round, as specified earlier. The order in which Turns take place depends on the Initiative Order. When a new Encounter begins, follow these instructions to determine what happens.

STEP ONE: SURPRISE ACTION

At the beginning of combat, the GM may determine whether a character was caught off guard and surprised by the combat. This can only happen once at the beginning of combat. Most instances of combat will have nobody surprised. A surprised character loses their first Turn in the Encounter. If no one is Surprised, ignore this step and move to Step Two.

STEP TWO: INITIATIVE

At the start of the first Round, each character must make an initiative Test. To do so, each character rolls a 1D10 and adds the Agility Bonus, unless an Ability specifies otherwise. The resulted rolls apply for all succeeding rounds, as the highest Initiative Tests go first. The complete order is highest Initiative to lowest.

STEP THREE: COMBATANTS TAKE TURNS

Beginning with the characters at the top of the Initiative Order, each character now takes a Turn. When a character is taking their Turn, they are known as the Active Character. During the Active Character's Turn, the character may perform one or more Actions, or even decide not to take the turn. Once a character's Actions have been resolved, the next character in the Initiative Order becomes the Active Character and takes their turns.

STEP FOUR: ROUND ENDS

Once each character has taken a Turn, the Round is over. Any effects that could possibly have the "until the end of the Round" effect have now ended.

STEP FIVE: REPEAT STEP THREE AND FOUR AS NEEDED

The characters continue to play these Rounds and Turns successively until Combat is complete.

USING TACTICAL MAPS AND GRIDS

During combat and other situations, players and the GM may want to use visual references to help keep track of positions and directions. The GM can accomplish this by sketching out simple overhead maps on paper, grids, and dry-erase boards. Many game stores, hobby stores, and even business oriented stores carry these. Many game stores also hold Gaming Mats, which you can draw on with wet-erase markers. These mats are pre-printed with square grids or hex patterns to make measuring distances quick and easy. Tactical combat maps can be drawn to any scale, and some roleplayers like to combine large scale maps with miniatures, where a square represents one meter (Or two if you are pressed for space).

INITIATIVE: EXPLAINED FURTHER

Initiative determines order in which characters act during each Round. To determine Initiative, players and the GM roll 1D10 and add the results to the character's Agility Bonus (Unless an Ability dictates otherwise). The GM rolls any Initiative Test for NPCs and creatures present. To keep things simple for the players, the GM should make one Initiative roll for an entire group of similar enemies.

After every character in the combat has determines their Initiative, the GM makes a list and places them in order from highest to lowest. This is known as the Initiative Order. This is the order in which all characters act in each Round until the combat is over.

If more than one character rolls the same initiative, they act in order from the highest agility to lowest. If they share the same Agility, then each should roll a die. The character with the highest roll goes first.

Most combats last for many rounds, but each character's Initiative is only determined at the beginning of combat. Once the Initiative is established, it remains until the end of the Combat. When a new combat begins, a new Initiative Order must be made.

MAKING THE ATTACK

The most common Action in 100DOS is the attack. No matter what the characters are armed with, the process is the same. Before the attack is made, the GM should verify that the attack is even possible by checking the requirements for the attack.

Melee attacks require the attacker to be in range of hand-to-hand combat, unless a weapon is extended. If the attack is possible, follow these steps.

ATTACKS AND COMBAT

Every weapon has a rate it can Attack. This indicates how many Attacks a character can make in a Full Action. If a character decides to use a weapon as a Half Action, the amount of Attacks is halved (Rounded Up).

- STEP ONE: Apply Modifiers to Attacker's Characteristic
- STEP TWO: Attacker makes a test
- STEP THREE: Opponent Opposes the test
- STEP FOUR: Attacker determines hit location
- STEP FIVE: Attacker determines damage

STEP ONE: APPLY MODIFIERS TO ATTACKER'S CHARACTERISTIC

A Melee attack requires the attacker to make a Warfare Melee Test. A ranged attack requires the attacker to make a Warfare Range Test. There are many instances where one or more factors make performing the attack easier or more difficult than usual.

If a situation calls for two or more bonuses or penalties, simply combine all modifiers together.

When determining difficulty, common sense should be used. Regardless of the usual limits and test penalties, some actions are simply impossible.

STEP TWO: CHARACTERS MAKE A TEST

After the modified characteristic has been determined, the Active Character makes their To Hit Test. If the roll is equal to or less than the modified characteristic, the attack hits. When determining where an attack hit, reverse the two numbers, for example, a 34 To-Hit becomes a 43 and strikes the Body, and a 50 To-Hit becomes an 05 and strikes the Head. A Critical Success with help boost the possible damage made from the Attack, which is covered further in this section under the 'Critical Success and Damage Rolls' section on this page.

STEP THREE: OPPONENT OPPOSES THE ATTACK

When an Attack is made, the Opponent may attempt to Oppose the Test by taking an Evasion or Parry Action. The GM may decide if other Actions are applicable to the instance. This uses an Opposed Test.

STEP FOUR: ATTACKER DETERMINES HIT LOCATION

To find Hit Location, the GM or Player must go to the Combat Section Under To-Hit and Medical Wounds and Health Issues.

STEP FIVE: ATTACKER DETERMINES DAMAGE

After the hit location has been determined, the attacking character determines the damage dealt by their attack. Each weapon has a damage listing, and any modifiers have listed damage that is added on. These damages represent a damage roll and what kind of special modifiers also take effect. All damage shown and rolled is then added up.

CRITICAL DAMAGE

When rolling for Damage after an Attack was made, if a Natural 10 is rolled for a D10, or a Natural 5 is rolled for a D5, the Attack will deal Special Damage from the Special Damage Chart found in the Medical section of the book.

CRITICAL SUCCESS AND DAMAGE ROLLS

Any Attack that successfully hits a Character that rolls a natural 01 will be considered a Critical Success. Critical Success Attacks gain Dice Minimum (5) Special Rule for all dice involved in the Attack.

RANGED ATTACK TESTS

Ranged attacks, such as rifles and pistols, have a Rate of Fire, which is the amount the weapon can fire in a specified amount of time. These spread across multiple firing modes, including Automatic, Semi-Auto, Sustained, and Burst. Weapons like Semi-Auto and Automatic roll a To Hit Test for every shot that needs to be made, while weapons that have Burst fire once for all shots being made.

ARMOR

Armor is the Characteristic in which a set of armor, shields, or cover can ignore Damage. Armor is used alongside the Character's Toughness Modifier to figure Damage Resistance.

DAMAGE RESISTANCE

A Character's Damage Resistance is the amount of damage a Character can ignore from an attack. Damage Resistance is figured by adding together the Character's Armor in the location struck and the Character's Toughness Modifier. The total combination of these Characteristics creates the Character's Damage Resistance.

PIERCE

Weapons have a Characteristic that allow the weapon to ignore a certain amount of Damage Resistance of the Character being attacked. This Characteristic is known as Pierce.

As an example, if a weapon were to deal 15 Damage and 15 Pierce to an Opponent with 20 Damage Resistance, only 5 Points of Damage Resistance will be left to guard against the 15 Damage. This means that only 10 Damage will get through from the Attack.

PIERCING THROUGH

If an Attack's Pierce doubles the Damage Resistance of the Character, the Attack will Pierce Through and can then strike whatever is behind them. Each time a Character is Pierced Through, the Attack's damage is reduced by the Damage Resistance of the struck target.

COVER

Cover is a fundamental part in firefights. Players need to be smart and take cover while fighting or pay the consequences.

There are no penalties for firing at someone who is standing partly behind cover, though there is a chance for the cover to be struck rather than the character. It is up to the GM or player to decide what part of their character's body is being exposed when behind cover. It is a general rule that when firing from behind cover, the character's legs and chest are concealed. If a shot would hit the body location that is concealed behind cover, the damage first strikes the cover. If the damage is enough to completely blast away that section of cover, then the damage continues to the target for whatever is left. For example, if a piece of cover is hit for 20 damage, and it only blocks 12 of it, then 8 of the damage hits the character behind the cover.

To figure your own custom values of Cover Points, use the Light's amount of Armor given and multiply it by how many centimeters thickness it is. For example, 5 centimeters of thin wood is 10 Armor.

COVER TYPE MATERIAL	COVER POINTS		
	LIGHT	MOD	HEAVY
Plastics, rusted metal, Loose Earth	1	3	6
Thin Wood, Light Metal	2	6	12
Concrete, Stone, Thick Wood	3	9	18
Metals, Bulletproof Glass	4	12	24
Blastproof Window	5	15	30
Forerunner Metal, Bunker plate	8	24	48
Hardlight	10	30	60

USE YOUR COVER WISELY

Players can use cover and other objects to their disposal to protect themselves from incoming fire and other dangers such as Explosives. Characters can use and move cover if allowed by the GM. Another instance of using cover and their surroundings is taking deceased bodies and using them to cover an Explosive. This would allow the Explosive to be absorbed by however much the armor of the body. This would work the same as an explosion tearing away at cover. The body would most likely not stay intact from the Explosive.

ACTIVE COVER

Active Cover is when the Cover is mobile, allowing for the Character to take Movement Actions and still be considered behind Cover. Examples of this are the Mobile Cover and Shields.

ENGAGED IN MELEE

If an attacking character is next to the opponent within a Melee Weapon's range, both the character and the opponent are engaged in Melee Combat.

FATIGUED

When a character is fatigued, the character takes a -5 Penalty to all Rolls with each level of Fatigue that Character has You may read more about Fatigue in the medical section of the handbook.

HELPLESS AND VULNERABLE TARGETS

Warfare Melee Tests made against sleeping, unconscious, or just plain helpless targets automatically succeed. When rolling damage against such a target, roll twice and take the highest result.

Warfare Range Tests made against helpless targets are at a +30 To-Hit, and called shots are only penalty of -5 with sublocations being 10.

STUNNED TARGETS

Warfare Tests made to attack stunned targets are given a +20 bonus To-Hit.

UNAWARE TARGETS

When a character has no idea what is going on, or that they are about to be attacked, the character is considered unaware, and caught by surprise. Firearm and Warfare Melee Tests are at a +40 To-Hit.

PINNING

Pinning happens often in firefights. People keep their heads down as to not lose them. Pinning represents characters staying under and behind cover. If no cover is near, the character could rush towards the nearest cover or drop to the ground prone, covering their head. If the character is under suppressing fire or just under a lot of fire in general, the character must make a -(X) Courage Test, where (X) is the amount of rounds fired at the Character that Round. On a failure, the character becomes pinned. When a character is pinned, at the beginning of every round the character may attempt a Courage Test to break the effects of Pinning and act normally. Each consecutive Courage Test will gain a +10 Bonus until the Test is passed.

MISSING AND SCATTER

Weapons do not always hit and thrown objects tend to bounce about the environment. If a character fails a throw (Throws use Warfare Melee), the GM rolls a 1D10 and consults the following Scatter Diagram.

Weapons that miss, if the GM has reasoning to use, can miss and possibly hit something else. This is useful for Characters being shot at while in melee combat, or a shot missing one person and hitting someone else. If a shot misses, it misses, scattering cannot make missed rounds hit the character that was missed, and cannot cause the person firing To-Hit themselves with the round.

To roll a weapon Scattering a missed shot, there are a few variables, so we'll count these variables using a "Scatter Modifier." For every Degree of Failure, the Scatter Modifier gains a +1. For every 100 Meters away the target was, the Scatter Modifier gains a +1. If the target was past the weapon's Max Range, the Scatter Modifier is multiplied by 2, and if the target was past the weapon's Extreme Range, the Scatter Modifier is multiplied by 5, instead. Once the Scatter Modifier is figured, it is then subtracted by the Character's Warfare Melee Modifier, to a minimum of 1. The Scatter Modifier is how many D10s are rolled to see how far the shot deviates from the original target, in Meters.



When scattering in zero gravity, the GM must twice on the scatter chart. One dice to determine the X-axis, and another to determine the Y-axis.

SIZE

When attempting to attack a Creature of different size, there are Modifiers to alter how easy or difficult the attack is to land.

For every size larger a target is to the Attacking Character, they get a +5 To Hit. For every size smaller a target is to the Attacking Character, they get a -5 To Hit.

The GM may decide when the Size Modifier is ignored. A GM may also decide how large a Modifier a Character may get for hitting a vehicle.

SIZE
Mini
Small
Normal
Large
Huge
Hulking
Giant
Immense
Massive
Great
Monumental

WEAPON WIELDING

WEAPON WIELDING

There are multiple sizes of weaponry that affect how to wield them. This includes One-Handed weaponry, Two-Handed Weaponry, and Heavy Weaponry. Each comes with a possible set of penalties based on Strength and weapon size.

ONE-HANDED WEAPONRY [OH]

One-Handed weapons [OH] are weapons small enough to be used with a single hand without taking Penalties. These weapons begin at 1.5kg, and is increased by 0.5kg for every 1 Modifier in Strength the Character has. Characters with Mythic Strength increase it further by 4kg per 1 Mythic Strength.

FIRING WEAPONS ONE-HANDED

If a weapon is light enough to be fired one-handed, but has the [TH] tag, the Character gains a -20 Penalty To Hit when used. If the [TH] weapon is heavier than the Character's [OH] weight limit, then the Character gains a -40 Penalty To Hit when used.

However, weapons with the Heavy Weapon [HW] tag gain a -60 Penalty To Hit when used, and each shot made must take a -20 Strength Test. If the Strength Test is failed, the weapon is dropped. This Strength Test gains a -40 Penalty, instead, if not braced.

All of the listed Penalties in the "Firing Weapons One-Handed" are reduced by 5 per 1 Mythic Characteristic the Character has.

TWO-HANDED WEAPONRY [TH]

Two-Handed Weaponry are weapons that need two hands to be used without Penalties. Two Handed weapons include weapons like rifles and shotguns, which need two hands to be controlled when fired.

Two-Handed Weaponry can be considered Heavy Weapons when they are heavy, or have a powerful kickback, or a mix of both.

HEAVY WEAPONRY [HW]

Weapons that have the Heavy Weapon tag are considered heavy or have a powerful enough kickback when fired that they must be Braced with a Brace Action when used.

FIRING HEAVY WEAPONRY

If a Heavy Weapon is not braced when a shot is made, the Character must make a Strength Test. If failed, the Character drops the weapon. For every Mythic Strength the Character has, they take 5 less from these Penalties To Hit and to drop the weapon.

When firing while not Braced, the Character also gains a -20 Penalty To Hit.

MOVING WHILE BRACED

A Character is able to move at half their Movement Speeds while Bracing and still be considered Braced. If the Character moves faster than this, they are no longer Braced.

DUAL WIELDING

Dual-Wielding is where the Character uses and fires two Weapons at the same time, one in each hand. Dual Wielding does not count if a Character is using a shield and a weapon, and if the Character is only attacking with a single weapon in a Turn.

FIRING WEAPONS DUAL-WIELDING

Due to the complexity of Dual-Wielding, please use the chart below to find the Penalties that each weapon gains when fired during Dual-Wielding. The first Penalty shown is the Penalty To-Hit when using the weapon, while the second Penalty shown is a Strength Test to not drop the weapon after each shot is made.

For every 1 Mythic Strength the Character has, they reduce 5 from the Penalty To Hit and the Strength Test to not drop the weapon.

Characters with extra arms, such as Drones, are able to reduce 10 from the Penalty To Hit and the Strength Test to not drop the weapon.

These Penalties apply to both ranged and melee weaponry.

SPECIAL RULE	PENALTY TO-HIT	PENALTY TO DROP
[DW] Dual-Wield	-10 To Hit	--
[OH] One-Handed	-20 To Hit	-10 Strength Test
[TH] Two-Handed	-40 To Hit	-40 Strength Test
[HW] Heavy Weapon	-80 To hit	-80 Strength Test

DUAL WIELDING MELEE WEAPON SPECIAL OPTIONS

Dual Wielding melee weaponry gives two possibilities, a +30 to Parrying attacks, or taking a Double Strike.

A Double Strike is an attack where both weapons being wielded attack at the same time, within the same Melee Attack. One To-hit Roll, at a -10 Penalty, is made for both weapons To-Hit. This also means the Opponent needs only one Evasion or Parry to evade the attack. If more than a Half Action of Double Strikes are taken, the attacking Character's Parrying does not gain the +20 Bonus.

AIMING ONE-HANDED AND DUAL-WIELD

Characters are still able to take Aim Actions when attacking with One-Handed Weapons, but the time to take the Aim Action is increased by one Half Action.

If the Character is Dual-Wielding, they may not make Aim Actions or gain any benefits from them. Characters may also not gain any benefits to their Perceptive Range or Scopes when attacking while Dual-Wielding.

WEAPON CONCEALING

Concealing Weapons is a Camouflage Test that allows the Character to hide a weapon on their person. Two-Handed weaponry gains a +20 to this Camouflage Test, while standard weaponry gain no bonuses. Two-Handed Weaponry gain a -20 Penalty to conceal, and Heavy Weaponry is impossible to conceal.

Concealed weapons cannot be used with Quick Draw and will add one Half Action to retrieving them. Concealing a weapon takes an Extended Action of 2 Turns.

RANGED COMBAT

Ranged Combat is any combat made with a ranged weapon, regardless of the actual range of the attack being made.

WEAPON RANGE

Weapons have multiple Ranges which affect the possibility of hitting a Target. Each Weapon Profile lists the weapon's Optimal Range, which are two number values in Meters that list how far the Weapon can Fire without taking Penalties or Bonuses. For example, the BR55 Service Rifle has an Optimal Range of 45m-950m, which means that any To Hit Test within these two values will have no Penalties to Attack.

When firing under the Weapon's Optimal Range, this is known as Close Range. And firing beyond the Weapon's Optimal Range is known as Long Range.

CLOSE RANGE

Range Weapons that are firing at Targets within their Close Range and under are given a +5 Bonus To-Hit.

LONG RANGE

Weapons that are firing at Targets beyond their Optimal Range, up to 2x the maximum Optimal Range in Meters, are considered Long Range.

A Weapon Firing at Long Range is given a -20 Penalty To Hit.

EXTREME RANGE

Weapons that are firing at Targets beyond their Long Range, up to 3x the maximum Optimal Range in Meters, are considered Extreme Range.

A Weapon Firing at Extreme Range is given a -60 Penalty To Hit. The Weapon's Pierce and Base Damage are halved.

Any further, and the shot is impossible and will deal no Damage.

POINT BLANK RANGE

When a Character makes a Ranged Attack against an Opponent within 3 Meters or less, the Attack is given a +20 Bonus To Hit.

EXECUTION RANGE

Execution Range is when the Opponent cannot evade while at Point Blank Range. This includes Helpless, Unaware, and Unconscious targets. When in Point Blank Range, the Character may make a Warfare Melee Test to gain the Execution Range benefit for one Half Action. The Test, itself, takes one Half Action to make.

Execution Range always counts as an automatic hit and the Attacks made deal maximum Damage.

SHOOTING INTO MELEE COMBAT

Warfare Range Tests firing in to characters engaged in melee combat are at -20 penalties. If one or more characters are stunned, helpless, or unaware, this penalty is ignored. If a character misses with two Degrees of Failure, the shot hits another character in the combat. If the attack misses by three or more Degrees of Failure, the shot misses entirely.

ATTACKING MULTIPLE CHARACTERS

When making ranged attacks against multiple Characters within the same Round, switching target gains a -10 Penalty to any Attack after the first one made. This means that for each time you switch which Character you're targeting, you gain a -10 Penalty, which stack with any other Penalties gained.

STRAY SHOTS

GMs must choose whether to use more merciless rules such as stray shots. This rule dictates that if a shot is missed, or fired in to combat, or a shot was evaded, that there is a possibility of the shot fired To-Hit someone else. The GM might also rule that anyone shooting in to melee combat must allocate multiple hits to different targets engaged in the melee.

WEAPON FIRING TYPES

Ranged attacks, such as rifles and pistols, have a Rate of Fire, which is the amount the weapon can fire in a specified amount of time. These spread across multiple firing modes, including Automatic, Semi-Auto, Sustained, and Burst. Weapons like Semi-Auto and Automatic roll a To Hit Test for every shot that needs to be made, while weapons that have Burst fire once for all shots being made.

WEAPON FIRING	EXPLANATION
Automatic Rate of Fire	Automatic weaponry fire continuously with a single, uninterrupted squeeze of the trigger. These weapons gain no bonuses to accuracy like Semi-Auto and Burst Fire. Instead, these weapons depend on closer-range and higher output of ammunition to get the job done. Automatic weaponry, unlike Burst Fire and Semi-Auto fire their full Rate of Fire as a Full Action, and half as a Half Action. You are allowed to decide how many Shots you are firing up to these Full and Half Action limits, rounding down. Automatic Weaponry roll an Attack per every Shot being fired. For Example, a weapon with an Automatic Rate of Fire [7] would fire 3 Shots as a Half Action, or 7 Shots as a Full Action. If you decide to fire one Half Action for the 3 Shots, and decide to continue firing on the next Half Action, you gain the remaining 4 Shots fired.
Burst Fire	Weaponry that use the Burst Fire Firing Type will fire a set amount of Shots in a single squeeze of the Trigger at a +10 Bonus To-Hit. A weapon with Burst Fire will make one To-Hit Attack Roll per Half Action, each Attack firing a set amount of shots shown in Burst Fire (X). This means that if a weapon has Burst Fire (3), the weapon only needs one To-Hit Test made, and if successful, deals 3 sets of damage. When a Burst Shot Attack is made successfully, all shots hit on the one rolled Location. This also means that each Attack only needs a single Evasion Test when attempting to Evade. If the Evasion is successful, all shots made from the Burst Fire miss.
Drawback	Drawback is the amount of Half Actions it takes to draw the string of the device to fire. The weapon can be used without fully drawing the weapon back, though this means the Damage is halved for every Drawback Half Action not used.
Flamethrowers and Defoliants	Flamethrowers and Defoliant weapons are given a +10 To-Hit, but have a short range to make up for how powerful they are. Flamethrowers fire in a cone shape, and are able To-Hit multiple targets at once. Flamethrowers and Defoliant weapons cannot deal damage outside of their Range, as that is the maximum distance the flames can reach.
Flintlock Rate of Fire	Flintlock and Matchlock weaponry use a special Rate of Fire due to their archaic craftsmanship. These weapons take time to fire and even longer to reload. Weapons with the Flintlock Rate of Fire can only hold one of their ammunition type at a time and take an entire Full Action to fire. Once the weapon has fired, each Weapon has their own set amount of Rounds needed to reload. The Action to reload may be interrupted without losing progress, but must reach the set amount of Rounds to be completed and ready to fire, again.
Pump Action	Any weapon with the Pump Action Rate of Fire is able to fire (X) times per Half Action, and can trade the Reaction for an extra Attack. This removes any ability to use that Reaction.
Semi-Automatic Rate of Fire	Semi-Automatic weaponry fire one single Shot per squeeze of the trigger. This allows for more accurate Shots, but at the cost of a slower rate of fire. Weaponry firing Semi-Auto gain a +10 Bonus To-Hit, and are able to fire their Rate of Fire per Half Action. For example, a weapon with a Semi-Auto Rate of Fire [3] can take 3 Shots per Half Action, making 6 Shots in total for a Round. Each Shot taken is its own attack, and must be rolled for in a group. This means the weapon firing 6 Rounds makes 6 attacks total.
Sustained Rate of Fire	Any weapon that fires a consistent set of damages, such as a Flamethrower or a Laser, is considered a Sustained Fire weapon. Similar to the Automatic Rate of Fire, Sustained weapons fire as a Full Action with Sustained (X), or half of that as a Half Action (rounding down). Users using a Sustained weapon make a single To-Hit Test with a +10 Bonus. If successful, the Attack will deal an amount of hits up to Sustained (X), which can be chosen by the user. This may not surpass (X), or half of (X) as a Half Action. The amount chosen is reduced from the weapon's MAG. A successful Sustained Attack must have each of the hits be evaded separately. A weapon that hit 4 times in the Attack will need 4 Opposed Evasion Tests that oppose the one Attack Test made.
Charge Special Rule	Charge is the rate in which a Charged Shot for a weapon needs to charge for (X) Half Actions. Once fully Charged, the weapon is able to fire freely.

MELEE COMBAT

MELEE COMBAT AND MELEE REACH

To be considered engaged in Melee Combat, two or more Characters must be within Melee Reach of each other. Melee Reach initially begins at 1 Meter for Normal and smaller Size Categories. Large Characters gain +1 to their Melee Reach, and every two Size Categories, after Large, gains an additional +1 to this Reach.

Certain Melee weapons may also increase the Melee Reach of the Character, allowing for them to reach farther than others.

A GM may allow many other types of Melee Combat moves other than what is present, using similar damage and outcomes to preexisting grapples and melee attacks.

MELEE RATE OF ATTACK

A table on the next page can be used to figure how many Attacks a Character is able to make depending on their Warfare Melee Modifier.

Modern Army Combative increases your Rate of Attack in a Full Action to your full Warfare Melee Modifier, instead of half. This type of move can only be done with a Full Action Melee Attack, and not with a Half Action.

GRAPPLE COMBAT

When Grappling is initiated as a Half Action, the Characters make an Opposed Melee Test. If the Opponent wins the Opposed Test with two or more Degrees of Success, they may choose to instantly end the Grapple Combat. The winner of the Opposed Test becomes the Attacking Character, which means they're able to act before the others during the Grapple, as if it were an Initiative Test. Grapples last as long as the two, or more, Characters have gone without breaking the Grapple.

During Structured Combat, the Grapple goes at the lowest Initiative of all the Characters engaged in the Grapples. The winner of the initial Opposed Melee Test may act first during each Round the Grapple Combat is active.

BLADES IN GRAPPLE COMBAT

When making a single Grappled Attack with a bladed, non-energy, weapon, a Character may make a Warfare Melee Test alongside the Attack. For every Degree of Success made on the Test, the Melee Attack will ignore 2 Points of Armor. This is to signify finding and properly stabbing into the weaker points of the armor.

ASSASSINATIONS

When an Opponent is caught off-guard, such as being considered Helpless or not knowing someone is there, an attack is able to be made against them. This attack takes up an entire Half Action, and one single Melee Attack is made. This Melee Attack does not get rolled for, but hits automatically and deals double the maximum potential damage of the weapon.

ATTACKING MULTIPLE CHARACTERS

When making melee attacks against multiple Characters within the same Round, switching target gains a -10 Penalty to any Attack after the first one made. This means that for each time you switch which Character you're targeting, you gain a -10 Penalty, which stack with any other Penalties gained.

EQUIPMENT TRAINING AND ACTIONS

There are lots of types of Equipment Training in 100DOS. To use a weapon, Shields, and some armor to their fullest extent, the Character must be trained in what they're using.

If the Character uses Weapon or Armor Equipment without the proper Training needed, the Character gains a -20 Penalty to their Actions. Using Swords without Sword Training will mean Parrying and Attacks with a Sword are at a -20 Penalty.

Using Heavy Armors without the Heavy Armor Training will give that Character Movement and Attack based Penalties of up to -20.

MELEE ATTACKS AND MOVEMENT

Movement Actions can not be used with Melee Attacks unless it is a Charge or Tackle Attack. A Character may take a Half Action and then use their second Half Action to make Melee Attacks, but they cannot make a Full Action or Run Attack alongside Melee Attacks.

This is because a Character that is moving is taking up their Turn with movement, and are not at their destination in which they would begin making melee attacks.

GANGING UP

A character has advantages when allies engage the same foe in Melee combat. When groups of characters outnumber their opponents by more than 25%, tests made by the outnumbering group is at a +10 for any combat-related tests.

MELEE ATTACK	DAMAGE AND EFFECT			
	DAMAGE ROLL	BASE DAMAGE	PIERCE	EFFECT
Punch Attack	1D10	Strength Modifier *2	--	--
Kick Attack	1D10	Strength Modifier	Strength Modifier	--
Elbow Strike	1D10	Strength Modifier	Strength Modifier	--
Knee Blow	2D10	Strength Modifier	--	--
Head-butt	1D10	Strength Modifier *2	Half Strength Modifier	Deals 1D10 Damage to Attacker, ignoring Armor. This Attack will ignore the Armor of the Opponent if it hits the Opponent's Head.

HALF ACTION MELEE ATTACKS			
WARFARE MELEE MODIFIER	NO ABILITIES	HAND-TO-HAND BASIC	MODERN ARMY COMBATIVE
1	1	2	2
2	1	2	2
3	2	3	3
4	2	3	3
5	3	4	4
6	3	4	4
7+	4	5	5

FULL ACTION MELEE ATTACKS			
WARFARE MELEE MODIFIER	NO ABILITIES	HAND-TO-HAND BASIC	MODERN ARMY COMBATIVE
1	2	4	5
2	2	4	5
3	4	6	7
4	4	6	7
5	6	8	9
6	6	8	9
7+	8	10	10

GRAPPLING

GRAPPLES	ACTION	DAMAGE AND SPECIAL
Take Control	Half	During the Grapple Combat, a Character may attempt to take control of the Grapple and limit their Opponent's available Actions. A Character not in Control of the Grapple cannot take Actions unless they specific that any Character can make the Action during a Grapple. To Take Control of a Grapple, an Opposed Test is initiated. This Opposed Test may be used with Strength, Warfare Melee, or Agility. The Character that wins the Opposed Test is now the Controller of the Grapple and has free access to the Grappling Actions.
Break Free	Half	The Character attempts to break the Grapple for that Character. When the Character attempts to Break Free, an Opposed Test is initiated. This Opposed Test may be used with Strength, Agility, or Warfare Melee. The Character that wins the Opposed Test decides whether or not the Character is able to escape from the Grapple. If the Opponent as control over the Grapple, they gain a +10 to the Opposed Test.
Melee Attack	Half	The Character is able to use one Attack per Half Action. If armed with a Heavy Weapon, a Grapple Melee Attack takes a Full Action, instead. Any Character in a Grapple can use a Melee Attack, but the Controller of the Grapple gains a +10 To Hit.
Move	Half/ Full	The Character attempts to move while in the Grapple. If unopposed, this Action is only a Half Action. If Opposed, it becomes a Full Action. If Opposed, the Characters may use their Strength, Agility, or Warfare Melee for the Test. If the Character is unopposed or wins the Opposed Test, they are able to move their Half Action in Meters, no matter if it was a Full or Half Action. If the Character wishes, they may move themselves and their Opponent up to half of the Character's Half Move Action in Meters, instead of moving their full Half Action. If the Character lost the Opposed Test, they are unable to move.
Drop Down	Full	With an Opposed Test, the controller of the Grapple attempts to drop their Opponent to the ground. If successful, the Controller tosses their Opponent to the ground, leaving them prone on the ground.
Push Opponent	Full	Either Character attempts to push the Opponent out of the Grapple. The Characters make an Opposed Test where the Characters use either their Warfare Melee or Strength Characteristics. The Attacker gains a +10 Bonus to this Opposed Test. When the Opposed Test is made, if the Defending Character is successful, they may choose to make the Push instead of the character who initiated the Test. The Pushed Character moves back one Meter for every Degree of Success in the Opposed Test, up to the Character's Strength Modifier. Though, for every Size Modifier larger the Opponent is to the Character, the distance they are pushed is reduced by 1 Meter.
Ready	Half	The Character readies a weapon or item during combat. If allowed by the GM, they can use the Ready Action to grab for an item belonging to their Opponent. If used with Quick Draw, the Action can be used as a Reaction.
Stand	Half/ Full	The Character attempts to Stand. This is a Half Action unless an Opposed Test is initiated, then it is considered a Full Action. If unopposed, the Character Stands with no issues, and the Opponent may stand as well. If the Opponent decides to Oppose the Stand Action, an Opposed Test is initiated. Both Characters may decide to use Strength, Agility, or Warfare Melee to Oppose this Test. If the Attacking Character wins, they stand and the Opposing Character does not. If the Attacking Character loses, they stay on the ground.
Use Item	--	The Character can use a readied item that isn't a melee weapon. For melee weapons, see Melee Attack above.
Grapple Climb	Full/ Half	Characters that are smaller than their Opponent's Size category have the option for Grapple Climb. At first, both Characters make an Opposed Test using Strength, Agility, or Warfare Melee. If the Attacking Character loses this Test, they are no longer in the Action and have fallen off. If the Opponent wins with two or more Degrees of Success, they have the choice of taking control of the Grapple. When in a Grapple Climb, the Attacking Character makes any Attack at a +10 To Hit, while taking a -10 Penalty for any other Grapple Action, not including the Grapple Climb Action. When in a Grapple Climb, the Opponent being climbed on is at a -20 Penalty To Hit the climbing Character with any Melee Attack, and are at a -10 Penalty for any other Grapple Combat Action, except for the Break Free Grapple Action. Beginning the Grapple Climb is a Full Action, and the Opponent may take a Half Action to Oppose it during their Turn. This Opposed Test has no Penalties from this Action for either side making the Test. If the Opponent wins the Test, the climbing Character is played on the ground and is no longer Climbing.
Grapple Disarm	Half	Both Characters make an Opposed Test using either Strength, Agility, or Warfare Melee. If the Attacker is successful, the weapon is dropped to the ground and scatters 1 meter away. If the Attacker is successful by two or more Degrees of Success, they gain control of the weapon. If failed, nothing happens.
Hold	--	To make Hold Actions, the Character must first be in control of the Grapple. Afterwards, the Character attempts to get the Opponent into one of the Holds listed on the next page. To do so, they must initiate an Opposed Test where each Character uses Strength, Agility, or Warfare Melee. If the Attacking Character is successful, their choice of Hold takes effect if possible. If the Opponent is successful, the Attacking Character's hold does not go through, but the Attacking Character keeps control of the Grapple. If the Opponent is successful by three or more Degrees of Success, then the Opponent also gains control of the Grapple. At the beginning of the Character doing the Hold, the Opponent takes the listed debilitating effects or damage. To break free, the Character may attempt to Oppose the Test at the beginning of their Turn. This Opposed Test can be used with Strength, Agility, or Warfare Melee. If the Opponent is Successful, they are able to break free. If successful by three or more Degrees of Success, they take control of the Grapple. If failed, the Attacking Character's Hold continues for that Round.

HOLDS

HOLDS	ACTION	DAMAGE AND SPECIAL
Bear Hug	Full	The Attacking Character must be Standing to perform this Hold. If the Opponent is not Standing, then the Attacking Character can pick them up from Prone position if the Opponent is within the Attacking Character's Carry Capacity. The Attacking Character clinches the Opponent's Chest or midsection and begins to squeeze tightly. For every Round the Opponent is in the Bear Hug, they take Damage equal to the Attacking Character's Strength Modifier, ignoring Armor. For every Round the Opponent is in the Bear Hug, they take one level of Fatigue.
Neck Crank	Full	When behind the Opponent, the Attacking Character twists the Opponent's head beyond its normal range of motion. For every Round the Opponent is in the Neck Crank, they gain a Degree of Fatigue.
Armlock or Leglock	Full	The Attacking Character hyperextends the Opponent's arm or leg, causing immense pain and possible dislocation. For every Round the Opponent is in the lock, they take Half Strength Modifier in Damage, ignoring Damage Resistance. If both Characters are Prone during the lock, the Opponent will take Strength Modifier in Damage, ignoring Damage Resistance, but will gain a +10 to the Opposed Test to get out of the lock. If the Attacking Character gains 3 or more Degrees of Success when initiating the Lock, the Opponent takes a level of Fatigue.
Chokehold	Full	The Character strangles the Opponent, causing the Opponent to be unable to breathe. For every Round, the Opponent must make a Toughness Test. If failed, the Character gains a level of Fatigue. If the Character is in the Chokehold for more than 5 Rounds, they become Unconscious for 2D5 Rounds. When Unconscious, the Character automatically fails any Toughness Tests needed to oppose the Fatigue from the Chokehold.
Pinning Hold	Full	The Character holds down the Opponent in order to stop their Movements. Pinning deals no Damage or Fatigue, but causes the Opponent to be unable to take any other Action beyond attempting to break the Hold. As long as the Opponent is Pinned, they are considered Helpless against Attacks.

ADVANCED MELEE COMBAT (Must have Modern Army Combative)

ATTACKS	ACTION	DAMAGE AND SPECIAL
Weapon Manipulation	Half/ Full	Using a Half Action, the Character wrestles for control over the Opponent's Weapon. This is done using an Opposed Test using both Characters' choice of Strength, Agility, or Warfare Melee. If successful, the Attacking Character gains a Half Action to make an Attack using the Opponent's weapon at a -10 Penalty. The Attacking Character may choose to keep attempting to control the Opponent's weapon, meaning that at the beginning of the Opponent's Turn, they must make the Opposed Test to break free. If the Attacking Character is successful, they continue to have Control. The Attacking Character may never take more than a Half Action worth of Attacks with the Opponent's Weapon.
Calculated Assault	Half/ Full	Using an Aim Action, the Character improves their likelihood of striking the Opponent. With a Half Aim Action, the Character makes an Investigation Test, opposing the Opponent's Warfare Melee. For every Degree of Success, the Attacking Character gains +5 To Hit for their next Half Action of Melee Attacks. This is lost if the Attacking Character doesn't use their next Half Action to make the Half Action of melee Attacks.
Quick Switch	Half	Using a Half Action, the Character attempts to switch places with the Opponent. Both Characters roll an Opposed Test of Strength, Agility, or Warfare Melee. If successful, the Attacking Character switches places with the Opponent.
Pummeling Stance	Full	The Character takes a -10 Penalty to Evading, but gains a +10 to Parry. The Character also gains the Ability to use their Full Action to make a Half Action worth of Attacks. The upside to this is that each Attack made gains a +10 To Hit. The Attacking Character also adds their Warfare Melee Modifier to their Damage Resistance when taking Melee Damage. This is active until the Character claims they are no longer in a Pummeling Stance at the beginning of their Turn.
Puncturing Strike	Full	When using a sharp weapon, such as a knife or any blade, the Character takes a Half Action to make one Attack. If the Attack is successful, the Character can instantly initiate and control a Grapple as their second Half Action. With this Attack, the Attacking Character doubles the Weapon's Pierce for the Attack made. The Weapon is then considered Impaled in the Opponent. Puncturing Strike may be used in combination with a Charge Action, but will give the Opponent the ability to make an Opposed Strength, Agility, or Warfare Melee Test to gain control of the Grapple.
Blunt Assault	Half	When making an attack, the Character takes only one Melee Attack for their Half Action. If successful, the Attack increases the Weapon's Pierce by the Character's Strength Modifier. This Attack pushes the Opponent back based on the Character's Strength Modifier and Mythic Strength in Meters. For every 100KG the Opponent weighs, the distance is reduced by 1 Meter. Blunt Assault may be used in combination with a Charge Action. If this is done, the Attacking Character will not gain any Bonuses to hit from the Charge. Instead, the Character increases the amount they push back their Opponent by adding their Agility Modifier towards the amount of Meters.

FALLING OBJECTS AND IMPROVISED WEAPONRY

There are times in which a Character will have to make due with whatever they can get their hands on. The damage of that object depends on its weight and quality that is given by the GM. The Weapon Quality table, below, shows what each given quality does to the damage and use of the object as a weapon. The Character's Strength Modifier is always added to the Attack when using the object as a weapon, unless specified otherwise.

Objects that are on fire or electrified, or any other type of effect that would give it a Special Rule, will do so. Weapons on Fire will deal Fire (X), where the GM decides how much damage (X) will be, depending on how much fire the object has.

This same system also determines how much damage a falling object deals to a Character. Falling objects will deal their maximum damage possible if moving at terminal velocity, and the gravity of a planet will multiply this damage. Falling Object Damage is multiplied by the gravity the object is in before the damage is applied to a Character. Weapons falling at lesser speeds, such as objects just being dropped before making contact, will deal absolute minimum damage. The GM may decide how to handle this based on the speed of the object.

Using Improvised Melee Weaponry is slower than using Weaponry designed for combat (unless specified otherwise by the GM). When making Attacks with Improvised Weaponry, the Character is only able to make one Attack per Half Action. If the Character has Improvised Mastery, the Character gets 2 Attacks per Half Action.

To roll massive damage, such as 100D10 (one hundred D10s), you can take a single roll for every 10 and multiply the outcome by 10. This speeds up figuring monstrous amounts of damage in shorter periods of time. Any weight above 20,000 KG will have the Dice Minimum Special Rule of 5, meaning no damage rolled can be under 5. For example, a roll of 2 will become 5, but a roll of 6 will still be 6.

QUALITY	OUTCOME
Sharp	The weapon has a sharpened end. Thrusting moves with this will give the Character's Strength Modifier *2 in Pierce to the Attack.
Bladed	Bladed like a knife or sword, the weapon gains the Character's Strength Modifier *2 in Pierce to the Attack.
Blunt	The weapon is blunt, giving the Character's Strength Modifier in Pierce to the Attack.
Barbed	The weapon is barbed, like barbed wire or a thorny edge. The Attack gains a +5 Pierce bonus.
Edged	The weapon is edged, but not completely sharpened. This gives the Character's Strength Modifier in Pierce to the Attack.
Unwieldly	The weapon can only be used as a Full Action when in Melee Combat.
Weighted	The weapon has a weighted end that will cause extra damage if used against the Opponent. The Attack gains half the Character's Strength Modifier to Damage.
Unhandy	Weapons that have the Unhandy Quality can only be used as a Half Action when in Melee Combat.

WEIGHT	10	30	50	70	90	100	120	140	160	180	200	240	280	320	360	400
DAMAGE	1D5	1D10	3D10	4D10	5D10	6D10	7D10	8D10	9D10	10D10	11D10	12D10	13D10	14D10	15D10	16D10

450	500	650	700	800	900	1,000	1,100	1,200	1,500	2,000	2,500	3,000	3,500	4,000	5,000
17D10	18D10	19D10	20D10	21D10	22D10	23D10	24D10	25D10	26D10	27D10	28D10	29D10	30D10	31D10	32D10

6,000	7,000	8,000	9,000	10,000	11,000	12,000	13,000	14,000	15,000	16,000	17,000	18,000	19,000	20,000
35D10	40D10	45D10	50D10	55D10	60D10	65D10	70D10	75D10	80D10	85D10	90D10	95D10	100D10	105D10

25,000	30,000	35,000	40,000	45,000	50,000	75,000	100,000	125,000	150,000	200,000	300,000	400,000	500,000	1,000,000
110D10	115D10	120D10	125D10	130D10	135D10	140D10	145D10	150D10	155D10	160D10	165D10	170D10	180D10	200D10

THROWING OBJECTS

When throwing objects, the Character must make a Half Action Warfare Melee Test to determine if the item hits On-Target. For every Degree of Failure on the throw, the item deviates 1D5 Meters away using the Scatter Chart.

Thrown items are able to go as far as the Character's Strength Modifier multiplied by 15. The following Chart shows how weight alters the multiplier given to throwing objects. The heavier an item, the less it'll be able to travel. The following chart is measured by the Character's Strength Modifier.

The GM may decide how well a grip the Character can get on larger objects, which can impose Penalties if the Character's grip isn't the best. Based on gripping and throwing the object properly, the Penalties can be seen in the chart under Strength and Distance Multiplier. If a throw is made single-handed to anything larger than Weapon Size, the distance is halved.

If the total amount of Meters is below Half a Meter, the Object cannot be thrown by the Character. It is best for the GM or Players to use a calculator when finding Throwing Distance. The GM may then round down to the nearest whole number.

STRENGTH	WEIGHT AND OUTCOME
1-2	Every 1KG lowers the Multiplier by 3.
3-7	Every 1KG lowers the Multiplier by 2.
8-10	Every 2KG lowers the Multiplier by 1.
10-12	Every 5KG lowers the Multiplier by 1.
13-18	Every 6KG lowers the Multiplier by 1.
19-25	Every 7KG lowers the Multiplier by 1.

GRIP	PENALTY
Solid	The Character has solid grip, giving no Penalties.
Slight	The Character's grip isn't the best, lowering the Multiplier by 1.
Partial	The Character's grip is off, lowering the Multiplier by 2.
Sloppy	The Character's grip is weak, lowering the Multiplier by 2 and halving the total distance.

MEDICAL WOUNDS AND HEALTH ISSUES

INJURY

Injuries and damage are represented by Wounds. Injury and Damage gained through combat and other situations slowly chip away at a character's wounds, slowly pushing them closer towards their threshold, which means death.

WOUNDS

Wounds are a measurement of how much harm a character can take before suffering effects and death. Every character has a set of Wounds that can be increased by the Toughness Characteristic advancements. Wounds do not normally deplete permanently. Instead, a character's Wounds simply serve as a threshold, and the injury is recorded on their character sheet as Damage. When a character's Damage exceeds their Wounds, they are in real trouble.

DEATH BY WOUNDS

Wounds can go into the negatives and a Player will still be alive. When Wounds enter the Negatives, the player becomes unconscious. A Character will die when their Wounds reach double their total Wounds in the negatives. For example, a Player with 20 Wounds will die if their Wounds reach -40.

If left unassisted, the character can slip into a coma. For every round, the character has negative Wounds, the character must make a +20 Toughness Test. If failed, the character slips into a coma that lasts one day for every Degree of Failure made. These Toughness Tests are made until the Character receives medical attention.

HEALING WOUNDS

When a Character is wounded, they will be able to heal 1 Wound per day. If the Character receives an Extended Medical Test, the healing process is increased to their Toughness Modifier worth of Wounds healed per day, instead. On the initial Extended Medical Test, the Character will heal an extra number of Wounds based on the Degrees of Success from the Test. This bonus cannot be given multiple times within a 24 hour time period.

SPECIAL DAMAGE CHART

Special Damage can be taken in two ways: Rolling the a 10 on a D10 when rolling Damage (or 5 on a D5) or taking Damage while at 0 Wounds or lower. When dealing Special Damage, the amount of damage made on the roll before Damage Resistance is the outcome on the chart where the Character was struck. This means the total Damage rolled, not Damage dealt.

If an attack brings the Character into negative Wounds, no matter what their Wounds were previously, they will take the Special Damage.

If a Character has Energy Shields active, they cannot take Special Damage until the Shields have been depleted.

STEP ONE: HIT LOCATION

01-10 HEAD	
01	Neck
02	Chin
03	Mouth
04-05	Nose
06-07	Cheeks
08	Eyes
09	Forehead
10	Ear
11-20 LEFT ARM	
11	Fingers
12	Hands
13-15	Forearm
16	Elbow
17-19	Bicep
20	Shoulder
21-30 RIGHT ARM	
21	Fingers
22	Hands
23-25	Forearm
26	Elbow
27-29	Bicep
30	Shoulder
31-45 LEFT LEG	
31	Toes
32	Foot
33	Ankle
34-37	Shin
38	Knee
39-43	Thigh
44-45	Pelvis
46-60 RIGHT LEG	
46	Toes
47	Foot
48	Ankle
49-53	Shin
54	Knee
55-58	Thigh
59-60	Pelvis
61-100 CHEST	
61-66	Small Intestines
67-72	Large Intestines
73-78	Kidney
79-84	Stomach/Liver
85-89	Heart
90-96	Lungs
97-100	No Organ Hit

STEP TWO (1D10): GM SPECIAL LOCATION SIDE CHART (OPTIONAL)

ROLL	LOCATION
1-3	Left
4-7	Center
8-10	Right

IF Fingers/Toes (1D10): Fingers and Toes

ROLL	LOCATION
1-2	Pinky Finger/Toe
3-4	Ring Finger/Toe
5-6	Middle Finger/Toe
7-8	Index Finger/Toe
9-10	Thumb Finger/Toe

Finger/Toe

ROLL	EFFECT
01-15	-1 WFM and WFR to Finger, -2 Agility to Toe
16-30	-2 WFM and WFR to Finger, -4 Agility to Toe
31-45	Body Location broken, damaged. No longer usable. -3 Strength to Finger, -3 Agility to Toe
46+	Body Location Destroyed. -4 Strength to Finger, -4 Agility to Toe

Neck

ROLL	EFFECT
01-15	-2 Toughness
16-25	-5 Toughness
26-30	-10 Toughness
31-40	-10 Toughness, +1 Fatigue
41-59	Body Location broken, damaged. -20 Toughness, Paralyzed and Helpless
60+	Body Location Destroyed, instant death

Nose/Ear

ROLL	EFFECT
01-15	-2 Perception to Smelling or Hearing Perception Tests
16-25	-5 Perception to Smelling or Hearing Perception Tests
26-30	-10 Perception to Smelling or Hearing Perception Tests
31-40	-15 Perception to Smelling or Hearing Perception Tests
41-59	Body Location broken, -20 Perception to Smelling or Hearing Perception Tests
60+	Body Location Destroyed, cannot make Smelling Tests, or halves Perception for Hearing Tests

Small/Large Intestines

ROLL	EFFECT
01-15	-2 Toughness, -2 Agility
16-25	-4 Toughness, -4 Agility
26-30	-6 Toughness, -6 Agility
31-40	-10 Toughness, -10 Agility
41-59	Body Location damaged, -15 Toughness, -15 Agility. +2 Fatigue
60+	Body Location Destroyed, -20 Toughness, -20 Agility. +5 Fatigue.

Kidney/Stomach/Liver/Spleen

ROLL	EFFECT
01-15	-2 Toughness, -2 Agility
16-25	-4 Toughness, -4 Agility
26-30	-6 Toughness, -6 Agility
31-40	-10 Toughness, -10 Agility
41-59	Body Location damaged, -15 Toughness, -15 Agility. +1 Fatigue
60+	Body Location Destroyed, -20 Toughness, -20 Agility. +5 Fatigue.

Knee/Ankle/Shoulder/Elbow

ROLL	EFFECT
01-15	-2 Strength, -2 Agility
16-25	-4 Strength, -4 Agility
26-30	-6 Strength, -6 Agility
31-40	-10 Strength, -10 Agility
41-59	Body Location damaged, -15 Strength, -15 Agility. +1 Fatigue
60+	Body Location Destroyed, -20 Strength, -20 Agility. +5 Fatigue.

Heart

ROLL	EFFECT
01-15	-2 Strength, Toughness, Agility
16-25	-5 Strength, Toughness, Agility
31-40	-10 Strength, Toughness, Agility
41-59	Body Location broken, damaged. +10 Fatigue, -15 Strength, Toughness, Agility
60+	Body Location Destroyed, instant death

Skull/Brain

ROLL	EFFECT
01-15	-2 Perception, Intellect, Warfare Range, Warfare Melee
16-25	-5 Perception, Intellect, Warfare Range, Warfare Melee
31-40	-10 Perception, Intellect, Warfare Range, Warfare Melee
41-59	Body Location broken, damaged. +10 Fatigue, -15 Perception, Intellect, Warfare Range, Warfare Melee
60+	Body Location Destroyed, instant death

Arm/Leg

ROLL	EFFECT
01-15	-2 Strength to Arm, or -2 Agility to Leg
16-25	-5 Strength to Arm, or -5 Agility to Leg
26-30	-10 Strength to Arm, or -10 Agility to Leg
31-40	-15 Strength to Arm, or -15 Agility to Leg
41-59	Body Location damaged, -15 Strength to Arm, or -15 Agility to Leg. -5 to any Action with this limb..
60+	Body Location Destroyed, limb cannot be used. +3 Fatigue.

Lung

ROLL	EFFECT
01-15	-2 Toughness, Stunned for 1D5-Toughness Modifier in Rounds.
16-25	-5 Toughness, Stunned for 2D5-Toughness Modifier in Rounds.
26-30	-10 Toughness, Stunned for 3D5-Toughness Modifier in Rounds.
31-40	-15 Toughness, Stunned for 4D5-Toughness Modifier in Rounds.
41-59	Body Location damaged, -20 Toughness, Stunned for 5D5-Toughness Modifier in Rounds.
60+	Body Location Destroyed, -25 Toughness, Stunned for 6D5-Toughness Modifier in Rounds. Character will take 2 Wounds whenever they take a Movement Action quicker than 2 Meters per Turn.

Eye

ROLL	EFFECT
01-15	-2 eyesight-based Perception Tests
16-25	-5 eyesight-based Perception Tests
26-30	-10 eyesight-based Perception Tests
31-40	-12 eyesight-based Perception Tests
41-59	Body Location broken, -15 eyesight-based Perception Tests
60+	Body Location Destroyed, Character is blinded for 1D5 Rounds. -20 eye-based Perception Tests.

Hand

ROLL	EFFECT
01-20	-3 to Warfare Melee and Warfare Range if the hand is used in the Attack.
21-25	-5 to Warfare Melee and Warfare Range if the hand is used in the Attack.
26-30	-10 to Warfare Melee and Warfare Range if the hand is used in the Attack.
31-40	-13 to Warfare Melee and Warfare Range if the hand is used in the Attack.
41-59	Body Location broken, -15 to Warfare Melee and Warfare Range if the hand is used in the Attack.
60+	Body Location Destroyed, Character cannot use the hand for any Actions.

Foot

ROLL	EFFECT
01-20	-5 to Agility when figuring Movement Speed.
21-25	-10 to Agility when figuring Movement Speed.
26-30	-15 to Agility when figuring Movement Speed.
31-40	-20 to Agility when figuring Movement Speed.
41-59	Body Location broken, -25 to Agility when figuring Movement Speed.
60+	Body Location Destroyed, Character cannot use the Foot for any Actions. Half Move reduced to 1 Meter, Full Move reduced to 2 Meters, Charge and Run are impossible.

Pelvis

ROLL	EFFECT
01-20	-1 Toughness, -4 Agility
21-25	-3 Toughness, -6 Agility
26-30	-6 Toughness, -8 Agility
31-40	-8 Toughness, -12 Agility
41-59	Body Location damaged, -20 Toughness, -20 Agility.
60+	Body Location Destroyed, -30 Toughness, -30 Agility.

Chest (No Organ Struck)

ROLL	EFFECT
01-20	-2 Toughness
21-25	-4 Toughness
26-30	-8 Toughness, Stunned for 1D5 Rounds.
31-40	-10 Toughness, Stunned for 2D5 Rounds.
41-59	Body Location broken, damaged. -15 Toughness, Stunned for 3D5 Rounds.
60+	Body Location Destroyed, instant death.

Mouth

ROLL	EFFECT
01-20	-1 Toughness, -5 to Speech-based Tests.
21-25	-3 Toughness, -5 to Speech-based Tests.
26-30	-5 Toughness, -10 to Speech-based Tests.
31-40	-8 Toughness, -10 to Speech-based Tests.
41-59	Body Location broken, damaged. -12 Toughness, +1 Fatigue, -15 to Speech-based Tests.
60+	Body Location Destroyed, -15 Toughness, +2 Fatigue, -15 to Speech-based Tests.

Chin/Jaw/Cheek

ROLL	EFFECT
01-20	-2 Toughness
21-25	-4 Toughness, -5 to Speech-based Tests.
26-30	-6 Toughness, -10 to Speech-based Tests.
31-40	-10 Toughness, +1 Fatigue, -10 to Speech-based Tests.
41-59	Body Location broken, damaged. -15 Toughness, +2 Fatigue, -15 to Speech-based Tests.
60+	Body Location Destroyed, -20 Toughness, +3 Fatigue, -20 to Speech-based Tests.

FATIGUE

Not all injuries in 100DOS are lethal. Fatigue is the combination of trauma, exhaustion, and weakness. For every level of Fatigue a Character has, they take a -5 Penalty to all Tests made. Once a Character surpasses their Toughness Modifier multiplied by 2 in Fatigue, they fall into a Coma.

The Character's coma will last one hour for every level of Fatigue the Character has. When in the coma, every hour that passes, one level of Fatigue is reduced. They may wake up when their level of Fatigue is lower than their Toughness Modifier.

REMOVING FATIGUE

Fatigue goes away with time. Each hour of normal rest (not counting states of unconsciousness), that includes no combat and no other strenuous activity, removes one level of Fatigue. Eight consecutive hours of rest remove all levels of Fatigue.

LOST EYE

Losing an eye reduces a character's Warfare Melee and Warfare Range Tests by -10; and -20 to any sight-based perception skills. Should a character lose both eyes, see the blinded section.

BLINDED

A blind character automatically fails any sight-based tests and automatically fails any Warfare Range Tests. The character also suffers -40 to Warfare Melee Tests.

LOST FOOT

The character reduces their movement by half (Round up) and suffers -20 to any movement actions as well as Skill and Characteristic Tests that rely on movement until the foot is replaced. Losing both feet make it hard to walk, and one should look for replacement prosthetics.

LOST LEG

Treat this as a lost foot, but the character cannot use the Evasion Skill. Any movement tests are now at a -40 and the character is almost immobile. Losing both legs counts the character as immobile and helpless.

DEAFENED

The character cannot hear at all, or at least not well enough to communicate with others with speech. Until the character recovers, any hearing-based Perception Tests automatically fail.

LOST HAND

The character suffers -20 penalties to skills and characteristic tests that rely on the use of two hands. The character can no longer wield Two-Handed weapons. Equipment can be strapped to the arm, though. If a character loses both hands, the character will not be able to hold anything or use any Skills, Abilities, Equipment, or Weapons that involve the use of hands.

LOST ARM

As with a lost hand, but the character cannot strap anything to a missing arm.

STUNNED

A character may become stunned from either too much damage or being clunked on the head hard. Stunned characters cannot take Actions or Reactions. Stunned characters are not helpless or unaware.

USELESS LIMBS

Useless Limbs are when a Limb no longer functions. Do remember these limbs can still be damaged, and are dead weight.

RADIATION POISONING

Radiation Poisoning is a dangerous side-effect of using radiation-based weaponry or being trapped in radiation-saturated environments. A Character with Radiation Poisoning always counts as having minimum of 1 Fatigue. Every Day a Character has Radiation Poisoning, they gain an extra Fatigue, until cured. If the Character is unconscious, any Fatigue gained from Radiation temporarily reduces the Character's Toughness Characteristic by 5.

HUNGER AND STARVATION

Starvation is when a Character is malnourished from not having food. Starvation begins after 3 days of not eating. Every day after, the Character temporarily loses 5 Points of Strength, Toughness, and Agility, while also gaining +1 Fatigue. Once Toughness reaches 0, the Character dies.

DEHYDRATION

Dehydration is the lack of proper hydration for the Character. The less the Character has had to drink, the quicker it sets in. For every day the character has had nothing to drink after two initial days of no hydration, the Character gains a point of Fatigue and temporarily loses -10 Strength, Toughness, Agility, and Intellect.

If Toughness drops under 0, the Character dies.

IMPALED

When weapons or any object has been impaled through a Character, they will first take the initial Damage that weapon would give.

If the Object is not removed, whenever the Character moves in a Round, the impaled object deals its Damage to the Character, ignoring Armor and without Pierce. This Damage is halved.

Removing Impaled Objects takes a Reaction for any weapon smaller than a Gravity Hammer in comparison. Anything large will take a Full Action.

SLEEP DEPRIVATION

Sleep Deprivation is a lack of sleep and the effects that come with it. After two days of no sleep, the Character temporarily loses 5 Agility and Perception until they receive a minimum of 7 hours' rest.

After 5 Days awake, the Character begins to take 1 level of Fatigue for every 12 hours still awake. These are recovered when rested.

UNCONSCIOUSNESS

Unconsciousness is only temporary. A character loses Consciousness when they reach their Toughness Modifier in levels of fatigue.

The duration for someone being unconscious is 10-toughness Mod in minutes. If a character has a greater Toughness Modifier than 10, they are out for just a minute. If a character is unconscious while wounded, they gain an extra minute for every point of damage taken.

An unconscious character is treated as unaware, and the character cannot take any actions. The character is treated as a Helpless Target.

If a character falls into unconsciousness due to excessive amounts of fatigue that far surpass the Toughness Modifier, the character will recover enough of the Fatigue to let them wake back up.

ENVIRONMENTAL EFFECTS

TEMPERATURES

The body can only perform so well within high and extreme temperatures. Once the body is forced to perform within these extremes, complications begin. These temperatures are recorded in Celsius. This is an optional system the GM does not have to worry about, GM discretion is advised.

HEAT

High and extreme heat can lead to dangerous side-effects in the body. These side-effects can be worsened if the Character is dehydrated, as well.

COLD

Low and extreme low temperatures can also lead to dangerous side-effects in the body. These temperatures can cause body temperature to drop rapidly, leading to fatigue, decreased coordination, and hypothermia.

TEMP	EFFECT
51 and up	Heat exhaustion is in full effect. -20 to Perception and -20 to Warfare Characteristics. The Character must make a Toughness Test at -20 or gain a Fatigue for every 10 minutes the Character is in the temperature.
50 to 41	Heat exhaustion begins setting in. -10 to Perception. The Character must make a Toughness Test or gain a Fatigue for every hour the Character is in the temperature.
40 to -19	**The body is not affected.**
-20 to -39	The body is slowed down. Temporary -10 to Agility. The Character must make a Toughness Test or gain a Fatigue for every hour the Character is in the temperature.
-40 to -50	Hard to focus, shaking body. -20 to Agility, -20 to Warfare Characteristic Tests. The Character must make a Toughness Test at -20 or gain a Fatigue for every 30 minutes the Character is in the temperature.
-51 and under	Minimal breathing, poor reflexes. -30 to Agility, -30 to Warfare Characteristic Tests, and the Character must make a Toughness Test at -30 or gain a Fatigue for every 5 minutes the Character is in the temperature.

OVERCOMING TEMPERATURES

Characters wearing the correct clothing and equipment can easily overcome the effects of extreme temperatures. Winter clothing will stave away the effects of cold weather, less clothing will assist with hot temperatures, and so on. It is up to the GM to decide if the articles of clothing assist or worsen the effects of extreme temperatures.

UNCONCIOUS IN EXTREME TEMPERATURES

When in the extreme temperatures and unconscious, the GM may allow the Character their Toughness Modifier in hours before death. If the temperatures are in the upper most extremes of either heat or cold, the Character will only have their Toughness Modifier in minutes before death.

ELECTROCUTION

Character's being electrocuted will take Damage that ignores Armor. The GM may apply a severity rating to the Electrocution, from 1 through 5. This number designates the amount of D10s per Turn of Damage the Character takes. Every degree of Severity also increases the Penalty given to a Strength Test to fight away from the source of the Electrocution to stop taking damage.

ON FIRE

Characters, who are on fire, or at least in it, take constant damage until the fire is put out. When a character is exposed to the fire, the character must make a Half Action Agility Test or catch on fire.

To put out the flames, characters can drop and roll, and attempt to put out the fire using a +10 Agility Test. For every round the character is on fire, the character gains +10 to the Agility Test.

The GM may decide if certain environmental conditions can make the fire worse or easier to put out. At base, Fire should deal 2D5 Damage, ignoring Damage Resistence. The severity of the fire should increase the damage up to 5D5 for fully engulfed in flames.

SUFFOCATION

This includes drowning, smoke inhalation, and exposure to toxins and areas without oxygen or whatever the organic breathes.

If the character is trying to hold their breath, the character can hold its breath for as many seconds equal to the character's Toughness Characteristic.

While the character is holding their breath, and becomes panicked or rushed in any way, the character must make a Toughness test each round to conserve oxygen.

When the character fails a Toughness Test, or runs out of time, the character takes a level of Fatigue each round (Every six seconds). If the character is now unconscious, and still without any source to breathe, the character suffers 1D10 damage each round until the character dies. This damage ignores Shields, Toughness, and Armor.

SPACE WITHOUT PROTECTION

Space, without protection, is incredibly dangerous. Within 15 seconds of being in space without proper protection, the Character goes unconscious. Every Round that the Character is unprotected in space like this, the Character takes the following set of effects.

- +2 Fatigue
- 5 Damage ignoring Damage Resistance
- -5 to Strength Characteristic
- -5 to Toughness Characteristic

If the Character is retrieved and is brought out of the depths of unprotected Space, they may recover if they have not already died. With medical attention, every day the Character may recover 5 of the lost Strength and Toughness Characteristics. Fatigue and Damage may be recovered normally.

Only the Mgalekgolo/Lekgolo Soldier Type are immune to the effects of Space, and will take none of these effects.

FLOOD SPORES

For every 4 Rounds a Character is in an environmental location filled with Flood Spores, that Character must make a +20 Toughness Test. If Failed, the Character must spend a Luck Point or become infected. This infection takes 40 Rounds (4 minutes) to take over the Character. It may also stay infested until the Flood decides it is best to activate, such as when the infected are near prey.

If the Character runs out of Luck Points to spend, they must instead Burn the Luck Point to survive.

Characters with sealed suits, rebreathers, and gas masks are unaffected as long as they are not directly breathing the spores in. Mgalekgolo are immune to breathing in Flood Spores and are unaffected by this. The breathing system Unggoy use also protect them from Flood Spores.

FEAR AND MENTAL DISORDERS

FEAR AND SHOCK TESTS

Fear is used when a Character has been pushed to their limits and is at a possible breaking point. Fear covers possible character actions when reacting to anything the character would find incredibly frightening, such as the Flood, gore on a massive scale, or overwhelmingly bad odds.

MAKING A FEAR TEST

When making a Fear Test, the Character must roll a Courage Test. The GM decides on the Modifiers, such as something being Disturbing, and add the Fear Modifiers to the Courage Test.

If the Character passes the Courage Test, the character is not affected, and does not have to roll on the Shock Test. If the Character fails, they must count their Degrees of Failure. For every Degree of Failure, the Character adds +10 to figuring the outcome of the Shock Test.

The GM does not have to go with the outcome of the Shock Test, and could decide to choose a more fitting outcome, as the Shock Test are merely ideas for results.

FEAR MODIFIERS

FEAR	MODIFIER	EXAMPLE
Shocking	+10	Gore on the Battlefield
Disturbing	+0	Dismemberment
Horrifying	-10	Watching someone die
Terrifying	-30	Horrible odds of survival

SHOCK TEST

Roll	RESULT
01-40	The character is only badly startled. If in combat or structured time, the character may only take a single Half Action until the beginning of their next turn, where the character may act normally again.
41-50	The character is gripped by fear, all tests that the character makes are at a -10 until the character can snap out of it and recover their wits by passing a Courage Test. +10 to each Test if the previous failed.
51-60	The character is deeply disturbed by whatever is causing such fear in him. The character cannot willingly approach this source of fear unless the character makes a Courage Test. +10 to each Test if the previous failed.
61-70	The character nearly freezes in fear as shock grasps their entire body. The character must make a Courage Test or stay frozen. +10 to each Test if the previous failed.
71-90	The character is frozen from fear for 1D5-Toughness Modifier Turns, with a minimum of one.
91-120	The character develops a Mental Disorder.
121-140	The character develops a Mental Disorder, and also takes 1D10 Courage Characteristic damage that takes 2D10-Courage Modifier in days to recover, minimum of 2.
141+	The character falls into a short amnesia that lasts 5D10-Toughness Modifier in days, minimum of 5. After waking, the character takes 1D10 Courage Characteristic damage that takes 2D10-Courage Modifier in days to recover, minimum of 2. Upon waking, the character develops a Mental Disorder and is unable to voluntarily recall any events.

MENTAL DISORDERS

When a character suffers traumatizing events and must roll on the Mental Disorder Chart, the first chart shown here is to see what type of disorder is gained.

ROLL	DISORDER
1-3	Phobia
4-6	Obsession
6-7	Delusions
8-10	Nightmares

PHOBIAS

If the GM doesn't have an idea of what phobia the character should gain from the traumatizing experience, here is a list of fears available to choose from or roll for.

ROLL	PHOBIA	WHAT IT IS
1	Necrophobia	The fear of death and dead bodies.
2	Hoplophobia	The fear of weapons and using them.
3	Eremophobia	The fear that allies may turn on you.
4	Xenophobia	The fear of aliens.
5	Panthophobia	The fear of becoming sick and diseased.
6	Hypnophobia	The fear of sleep, especially cyrosleep.
7	Astrophobia	The fear of celestial space.
8	Claustrophobia	The fear of having no escape.
9	Agoraphobia	The fear of vast openness.
10	Entomophobia	The fear of insects.

OTHER PHOBIAS

There are thousands of phobias, and most likely one that would fit a condition a character could suffer. There are plenty of online websites that have lists of phobias.

OBSESSIONS AND MANIAS

Similar to Phobias, there are many types of Obsessions that a player can be overcome by. It is best that the Gm and Players agree on a type of obsession that would fit the character and the fear that caused it. The following chart are some examples of Obsessions a player can be overwhelmed with. Just like phobias, the GM and Players should also look online in Mania and Obsession lists for good disorders to affect the player.

OBSESSIONS	WHAT IT DOES
Kleptomania	The obsession and mania of stealing objects from others.
Mythomania	The obsession of constantly lying.
Polemanias	The obsession of war and violence.
Xenomania	An inordinate obsession with alien devices.
Eleutheromania	The obsession of being free from military or any other company or organization.
Lypemania	The manic tendency for never seeing anything as good or welcome.

DELUSIONS

Delusions and Hallucinations are under the same principles as Phobias, Manias, and Obsessions. As before, a list of given examples of different delusions and hallucinations will be listed in a chart that the GM and players will be able to choose from. The GM and Players may also go online or look in a medical book for other Delusions and Hallucinations that could affect a character.

DELUSIONS	WHAT IT DOES
Sensation	Hallucinations that affect sensations that are triggered by different events. These include Auditory, Gustatory, Olfactory, Somatic, tactile, visual, and Hypnogogic.
Auditory	The false perception of voices and sounds, such as buzzing, humming, hearing voices in radio static, whispering, and any noise that is feared most.
Gustatory	The false perception of tastes.
Olfactory	The false perception of smells and scents such as burning or dead flesh, candles, and whatever other smells.
Somatic	The false perception of processes and events that are happening inside the body, such as gunshot wounds, pain, being tickled, and electrification.
Tactile	The false sensations of being touched, crawled upon, or even feeling the processes under one's skin.
Visual	The false perception of objects, people, and events happening before one's eyes.
Hypnogogic	Events that happening right before waking up that cannot be differed between being awake. Traumatic or strange events happening right before awaking.
Grandiose	The delusion that one is magic or untouchable through luck.
Paranoid	The belief that one is being controlled of persecuted by stealth powers and conspiracies.
Referential	The delusion that events are being carried by hidden or coded messages that one can decode. This includes conversations and events that happen in certain orders.

NIGHTMARES

A character that has recurring nightmares must roll a Courage Test every night when asleep. If passed, the character has no, or is not affected by the nightmares. If the character fails this Courage Test, a Toughness Test must be made with a -10 Penalty, if failed, the character begins to gain fatigue over time for not having good night sleep. Only two fatigue can be gained in total from having Nightmares.

CURING MENTAL DISORDERS

Over time, if the GM feels like it, a character can overcome the disabilities gained. This can be done through self-help, therapy, and just plain time. If the GM is feeling particularly nasty, the character's disorders could become worse over time, as well. It is best to start off a Mental Disorder lightly before having it worsen, instead of having it start off bad and make it worse from there.

CYBER WARFARE

INTRODUCTION

Cyber Warfare is the action of making technological attacks against another, whether it be electronics or AI combat. Cyber Warfare covers anything from security, defending and attacking computer networks, Firewall maintenance and support, and using electronics against each other.

Whenever any Hacking Action is taken, it will always use the Cryptography Skill.

HACKING ACTIONS

Hacking Actions are an Extended Action of five Full Actions. Characters make Opposed Tests against another Character or Computer equipment using the Cryptography Skill. In order to make a Hacking Action of any kind, the Character must have equipment that can handle the task, such as a laptop, Tacpad, and other electronic devices that allow for sending and receiving files.

CYBER DEFENSE

There are a few ways that Characters can protect themselves from cyber-attacks that include Firewalls and Characters prepared to defend the attack.

FIREWALL

Firewalls are a Characteristic of computer equipment. Equipment might have a Firewall Characteristic listed as Firewall (X), where (X) is the Characteristic that will automatically be used to Oppose any incoming Hacking attempts. Smart AI do not have Firewalls, and use their Intellect Characteristics and Skills as-is. Generally speaking, Equipment that do not have Firewalls aren't hackable in that intended fashion, such as communication tools, beacons, and tracking/location equipment.

CREATING AND IMPROVING FIREWALLS

A Character may attempt to protect equipment from hacking that do not have a preset Firewall Characteristic. To do so, the Character must roll a Cryptography Test. The base Firewall Characteristic is based on their Cryptography Skill. Trained begins at 20, +10 begins at 30, and +20 begins at 40. From here, every degree of Success gives an extra +5 to the Firewall Characteristic of the test. A Failed Cryptography Test will give the Equipment a Firewall of 0.

Characters may bolster Equipment that already have a Firewall Characteristic by doing this, as well. But instead of overwriting the existing Firewall, they add +5 for every Degree of Success. Failing the Cryptography Test will reduce the Firewall by a penalty of -5 per Degree of Failure.

If a Cryptography Test was failed and the Firewall was ruined, the Firewall must be reverted. This only takes a Full Action. This reverts the Firewall Characteristic back to what it was originally. All Cryptography Tests to create and improve Firewalls take 10 - (X) hours, where (X) is the Character's Intellect Modifier, to a minimum of 3.

MAKING HACKING ACTIONS

Hacking is an Extended Action that takes five Full Actions, each time an attempt is made. The Character must make a Cryptography Test with any Difficulty modifier given by the GM. This Test is Opposed if another Character is prepared to fight against it, or if the equipment has a Firewall Characteristic. The GM may roll for the Equipment's Opposing Test. Hacking Actions are one Opposed Test.

Characters may attempt to speed up their Extended Action when Hacking. But in doing so, they gain a -10 Penalty per Half Action removed, and can reduce it down to two Full Actions at a total of -30.

OPPOSING HACKING ACTIONS

The Character who is Opposing a Hacking Action must be prepared for the attempt or catch it in-action. If the Character defending is already prepared to defend, they gain no bonuses or penalties. For every Full Action that the Hacking Character has before the Defending Character notices, the Defending Character gains a -10 Penalty to their Opposing Test.

SMART AND DUMB AI

Smart AI have incredibly advantages when it comes to Hacking, which makes them powerful assets in cyber warfare. Even Dumb AI can outclass an average Character. Smart AI can halve the amount of time it takes to make Hacking Actions, rounding up. This means that it would only take an AI 3 Full Actions for the average Hacking Attempt. On top of this, Smart AI can make up to their Agility Modifier in separate Hacking Actions in one Extended Action, including Opposing other Hacking attempts.

Dumb AI are able to reduce the amount of Full Actions their Hacking takes by 1, and are able to make up to 2 separate Hacking Actions in one Extended Action. The Dumb AI is limited to one Hacking Action and one Opposed Hacking Action per Extended Action.

AI COMBAT

AI Combat is initiated only when two AI begin fighting. This works the same way a physical duel between two human characters. AI Characters fight each other with unarmed Melee Attacks, gain Evasions, and Damage based on the melee moves available to other Soldier Types. The GM may allow an AI to bolster their Attacks based on equipment used, and should work together with the Player to determine what the outcome may be.

If an AI runs out of Wounds, they are considered Unconscious, and they cannot function anymore, and are removed from Combat. At this point the Opposing AI Character is able to follow the AI into their device, taking a Full Action, and destroy them, similar to a Character's Death. A Luck Point can be burnt and the Opposing AI is locked out of the Device and the Character is left alive.

AI COMBAT DAMAGE

When an AI successfully lands an Attack, their Damage is figured the same way Unarmed Attacks are. These Attacks gain bonuses depending on the utilities in use, such as ship computers, TACPads, specialized programs, etc. The larger the disparity between the two devices being used by the AI, the more damage bonuses the GM should give out. Suggested examples could be a Ship Computer giving +5 Damage, while a TACPad would only none.

AI COPYING

An AI has the ability to make lighter Copied versions of themselves for simpler Functions. When an AI Copies, they are able to make another version of themselves. Each time the AI Copies, they lose 10 Points to their Toughness and Strength Characteristics, and every time a Copy is made, they all share the exact same Strength and Toughness Characteristic to the main AI. The main AI also has the ability to remove these Copies, at will. Creating and Removing a Copy is a Free Action, but the Copies take a Half Action to ready themselves.

Each Copy is able to make their own decisions based on what the main AI's intended actions, and can last for (X) Minutes, where (X) is the AI's Leadership Characteristic.

When a Copy is removed, the AI regains the Strength and Toughness initially lost.

IFF TAGS, RADAR, MOTION TRACKING, AND VISR (HEADS UP DISPLAY)

IFF TAGS

Identification, Friend or Foe Tags (IFF) is a UNSC and Covenant War Identification System used for tracking and identifying allied and enemy forces. Ally Tags are broadcasted through location tracking devices such as VISR, computing devices, Tactical Eyepieces, Compasses and Smartlink-capable devices.

Allied IFF Tags broadcast distance, biometrics and medical information, directional facing, and so on. The following is a list of information an IFF Tag can broadcast.

OPTIONS	INFORMATION
Distance	The distance an Ally is from the Character. This can be tracked up to 1 Kilometer for allies, and 200 Meters for Targeted Enemies.
Location	The location of an Ally, which can be tracked and applied to Maps. This can be tracked up to 1 Kilometer for allies, and 200 Meters for Targeted Enemies.
Medical/ Biometrics	The Ally's medical information, including Wounds, and any adverse Medical effects like Fatigue. This can be tracked up to 500 Meters for allies.
Directional Facing	The direction the Ally is facing. This can be tracked up to 1 Kilometer for allies, and 200 Meters for Targeted Enemies.
Points of Interest	Characters may target locations, enemies, and so on. This appears on Maps, Compasses, and Radar. This can be tracked up to 1 Kilometer for allies.
Warning	The Character pings their IFF Tag, which shows up on Radar and allied IFF tracking. A ping may be used in multiple chosen colors. This can be tracked up to 1 Kilometer for allies.
Information	Limited to only Allies, IFF Tags will display an Ally's name, Identification Number, Squad, and Platoon. This can be tracked up to 250 Meters for allies.

TARGETING AND TRACKING

Enemy Tags may be targeted, which allows an IFF Tag to be displayed with the following information, as well. Tracked enemy IFF Tags cannot display Points of Interest and Medical/Biometrics.

Once Targeted, the Targeting System will mark and track the general location and any IFF Option that allows tracking for Targeted Enemies. Targeting Lasts for as long as a Target is in view of an Ally. Once out of view, a Target will only last for 5 Rounds.

INFORMATION SHARING

IFF Tags and any IFF-capable device may share information with both Allies and Targeted Enemies. The sharable information includes, but is not limited to, live video and audio feed, video and audio files, tracking information, biometrics, text, and map updates and information.

IFF TRIGGER LOCK

UNSC and Insurrectionist Commanding Officers have the option to enable and disable the IFF Weapon Lock Protection System (WLPS), more commonly known as Trigger Lock.

Trigger Lock does not allow for Soldiers with IFF Tags and UNSC weaponry to commit friendly fire by locking the weapon's trigger when aiming at an Ally. This does not cover weapons with Blast range, such as Grenades and explosive Launchers.

All Civilians are locked as Friendly on IFF Tags for the UNSC.

RADAR AND MOTION TRACKER

Motion Trackers are a helpful tool built into all VISR and IFF Tag devices. Motion Trackers track all Allied units within an 18 Meter Radius. Enemies that come within the 18 meters are also tracked as long as they are not using Active Camouflage and are moving faster than 4 Meters per Turn. Enemies who are Targeted will automatically show up on Radars and Motion Trackers, no matter their speed or if they are using Active Camouflage.

A Radar is a circular image displayed on IFF-capable devices, which have the User in the center. It displays nearby allied units and enemy units who are moving faster than 4 Meters per Turn and are not using Active Camouflage. These units are displayed within the Radar based on their location of you. The Radar is precise.

Characters and Animals without IFF tags are also tracked through the Motion Tracker.

TETHERING DEVICES

All computing systems, Radar, Motion Trackers, and IFF Tag devices may be tethered. This allows them to communicate with the User and Allies. This allows systems like VISR to use Smartlink scopes, or Radars and Motion Trackers to be extended by special electronics. Tethering a device takes 2 Full Actions.

SMARTLINK DEVICES

Smartlink devices are scopes and sights that attach to weapons. These Scopes and units can track visuals with an aiming reticle for precision firearm use. Smartlink devices may be tethered to the users' Smartlink-capable devices, such as VISR and Tactical Eyepieces.

Smartlink scopes and sights tether to a Character's Heads Up Display and displays a targeting reticle. This allows Characters to aim around corners or have an easier time aiming with larger weapons. A Smartlink device allows for both an Aiming Action and to Brace a weapon at the same time.

Smartlink devices that do not have a normal sight or scope cannot be used if effected by an EMP.

SMARTLINK AND BLIND FIRE

A Smartlink device, such as a sight or scope, can see around Corners and above Cover. Not only does this reduce the Blind Fire Penalty from -60 to -30, it also allows the Character using it to gain Bonuses from Aiming Actions.

VISR

VISR, (Visual Intelligence System, Reconnaissance) is an integrated visual management system for battlefield information used by the UNSC. VISR is offered by various helmets and eye devices, as well as Covenant variants that share these rules.

VISR provides tactical overview in real-time combat. It links to the United Earth Governments Feed, the Colonial Administration Authority, and various other UNSC Data Infrastructures.

Covenant variants of VISR provide the same services, but connect to the Covenant Battle Network.

LIGHT PENALTIES

When activated, VISR gives the Character penalties for bright lights and daytime use. Daytime usage gives the Character a -10 To hit and to all eyesight-based Perception Tests.

Flares, bright lights, and flashlights will give an extra -20 Penalty, dependent of the original Penalties it would have given. These

Penalties can be avoided by Polarizing the VISR, but will lose the Low-Light Detection Bonuses.

OPTIONS	INFORMATION
Navigation	Navigation System (NAV) on the VISR offers Dynamic Mapping Systems. This allows the Character to turn their VISR into a large-scale map (TACMAP), as long as they are connected to a UNSC Data Infrastructure or a Colonial Administration Authority network. TACMAP offers a bird-eye view of all current IFF tracked information overlaid on to it. When using the TACMAP, the Character is considered Blind to anything but the Map.
IFF Information	All available IFF Information is displayed on the VISR overlay.
Communications	Battlenet Communications (COM) is a component that allows the Character and others with IFF-capable devices to share various linked feeds and communicate in open and private channels.
Compass	Displays a compass, which also displays location-based IFF Information.
Overview	An integrated Heads Up Display overview. The Overview displays any manually-entered information about weapon count, grenade count, and magazine and ammo count. It will then automatically track how many are used and how many times the weapon is fired. The Overview also displays the Character's biometrics, any shields the Character may have, and allied information that is sent.
Radar	Displays the Motion Tracker and Radar information.
Highlight System	VISR highlights enemy and allied targets based on their IFF tags, or lack of IFF Tags. Enemies are displayed in red outlines, allies are displayed in green outlines, and neutral targets are displayed in white outlines. The Highlight system also outlines the Character's surroundings in a faint yellow-orange color, allowing for easier identification of objects and locations in the dark. This works up to 50 meters away.
Low-Light Detection	When under Low-Light and Darkness, the VISR acts as a pair of Night Vision Goggles. This lowers Penalties from Darkness by 40, and lowlight Penalties by 10. Cannot be used with any other Darkness or lowlight-based visual utilities.
Tethering	VISR can be tethered with other devices, such as Smartlink sights and scopes, Distress Beacons, Ammo Counters, and so on. Devices that are tethered allow VISR to bring show information or take files from the tethered piece of equipment.
Polarizing	VISR can be polarized as a Reaction to activate and deactivate. Polarizing halves all bright light-based Penalties.

THE ARMORY

This entire section presents the utilities and weaponry of the Halo Mythic handbook. Following the rules will explain how to use the Armory.

CREDITS (cR)

Everyone begins with a set amount of cR which can be spent on character creation and starting equipment. The cR can also be spent on acquiring new goods and equipment for missions. Everything has a cR price that must be spent to attain said item.

SELLING, RETURNING, AND REFUNDS

Equipment may be returned to the original supplier. If the equipment is used in any way, the refund will be halved the price the equipment was purchased. Spent ammunition and destroyed equipment may not be sold, unless specified otherwise by the GM. Damaged equipment may only be returned for 1/4th the original price.

STARTING EQUIPMENT

A character's starting equipment is replaced or repaired after every mission. Depleted ammunition and other usable equipment are restored. This only applies to Starting Equipment chosen from character creation.

Starting equipment may not be returned for extra cR at character creation. If starting equipment is lost or replaced with another weapon of choice, the character may always choose to get the equipment back for free between Missions.

STARTING AMMUNITION

Everyone begins with 5 clips/Magazines from the weapons of their choosing at Character Creation. Every character can purchase more from the armories of their Military.

AMMUNITION BELTS

There are plenty of weapons that do not actually use magazines and clips. These weapons are belt fed for constant fire. Each belt comes with 250 rounds, unless specified otherwise.

RATE OF FIRE

A few weapons have a Rate of Fire. The Rate of Fire is how fast the weapon can fire in a Turn. Rates of Fire are based on the Automatic, Semi-Automatic, Burst Fire, and Sustained.

RELOADING

Different types of weapons have different base reloading times. These can be reduced by character Agility and Warfare Range modifiers, to a minimum of 1. Base reload time is shown as Half Actions, so a Pistol will reload, by default, in 4 Half Actions.

For every 2 modifiers in both the Agility and Warfare Range Characteristic separately, the character gains 1 Half Action less to reload the weapon.

PUMP ACTION AND SINGLE LOADING RELOADING

When reloading Pump Action weaponry, shells are loaded one by one. To a maximum of 3 per Half Action, for every 2 modifiers in both Agility and Warfare Range Characteristic, the character is able to reload an extra shell.

WEAPON TYPE	GENERAL RELOAD TIME
Pistol	4
Submachine Gun / Carbine	5
Bullpup / Rifle / Railgun	6
Machine Gun / Cannon	15
Rocket and Missile Launcher	13
Grenade Launcher / Beam	8
Flame thrower	17
Sniper Rifle	8
Light Machine Gun / Spartan Laser	11
Pump Action, Single Loading	*1 Shell or Round per Half Action*

PURCHASING A MAGAZINE, CLIP, OR PLASMA BATTERY

When purchasing Magazines, Clips, ammo belts, and Batteries, a Character must spend half the amount of rounds/charge in the magazine in cR.

Extended Magazines, Clips, and belts hold double the ammunition and cost twice as much. The Magazine is heaver and larger, giving a -5 Penalty to firing when Prone.

RECHARGING COVENANT BATTERY WEAPONS

Many Covenant weapons use Plasma Batteries to operate. These weapons have the same General Reload Time to replace the Plasma Battery that these weapons operate on, the same as any Human weapon would.

Though, to recharge their Plasma Batteries, they must use a Plasma Recharging Station. A weapon's Plasma Battery reloads in (X) minutes, where (X) is the weapon's Reload Time. This cannot be reduced with Characteristics.

RELOADING UNKNOWN WEAPONRY

Characters of a Faction attempting to reload a weapon that is not from their own Faction, such as a Human using a Covenant Plasma Rifle, will be at Penalties for doing so. The Character has two options to alleviate and remove these Penalties; Covenant Faction Training or the Technology (Covenant) Skill.

Faction Training removes all Penalties involved with using a weapon you would not understand. The Technology Skill will allow a Character to understand how that Faction's technology operates and give them Bonuses to figuring it out.

When reloading a weapon that the Character does not understand, they must first make a Technology Test of the Faction the weapon belongs to (Human, Covenant, Forerunner). If passed, the Character may begin the Reload but at 2x the base Reload Time. If the Test is failed, the Character must wait one Half Action to attempt it again. This also comes with the penalties of having the Skill untrained. Once the Character has successfully reloaded the weapon, they will no longer take time penalties for reloading said weapon or need to make Technology Tests.

REFILLING MAGAZINES IN COMBAT

Players have the option to reload Magazines that have not been completely emptied. When filling a Magazine in Combat and Structured Time, the Character is able to refill the Magazine using the Pump Action, Single Loading Rules. This means that for every 2 Modifier in both Agility and Warfare Range Characteristic, the Character is able to reload an extra Round per Half Action.

BELT-FED WEAPON RELOADING ASSISTANCE

Belt-Fed weapons also take time to reload, and can be assisted to speed up the process. When being assisted in reloading a weapon that uses a Belt, it removes 3 from the Base Reload Time of the Reload.

WEAPON HOLSTER HARDPOINTS

At base, all Human and Covenant armor comes with four magnetic weapon Hardpoints. Two on the back and one on each thigh. These Hardpoints sometimes take two Hardpoints to hold a heavy weapon, which means that any heavy weapon must be held on the back where two Hardpoints are available. Any other weapon takes one single Hardpoint to carry. Any other need for Hardpoints can be filled by purchasing Holsters. A Magnetic Holster works the same as a Hardpoint, but can be positioned as needed.

HEAVY WEAPON HOLSTERING

Some weapons are not meant to be holstered. It's nearly impossible to expect your back to support a Heavy Machine Gun on your back, let alone the Hardpoints keeping it up. These sorts of weapons must be lugged around, and can cause sluggish movement if not properly used. Not everyone can be as strong as a Spartan or a Sangheili.

WALKING ARMORIES

Some players may attempt to take things too far by lugging around as many weapons and equipment that their character can carry. To solve this, a GM can decide when a Character has brought too many weapons into combat.

BUILDING AND REPAIRING

Many things can be built or repaired, such as a damaged firing mechanism or a broken stock. Repairs cannot be made without a set of tools. Without tools, equipment cannot be properly repaired, unless the GM says otherwise.

There are tools available under Equipment that allows for a Character to make repairs and build equipment.

INSTALLING AND REMOVING MODIFICATIONS

Human weaponry has attachable equipment, such as scopes, silencers, and underslung secondary weapons. During combat, a Character can remove or install these during their Turn. Like reloading a weapon, in some ways, there are several base actions, such as hitting a switch and pulling a silencer off, or pushing back a small pin and taking off a scope.

Installing or removing a Scope or a light, or any similar type of equipment is the equivalent of reloading a Sniper Rifle. Installing or removing a silencer or muzzle is a much quicker Action, which makes it the equivalent of reloading a Pistol. Anything like an underslung weapon can be installed or removed at the equivalent of reloading a Light Machine Gun, as it is something that must be properly installed with care.

BUILT-IN MODIFICATIONS

Weapons with build-in modifications cannot have them removed unless another modification replaces it. The weapon's weight also covers the built-in modifications' weight, as well.

BREAK POINTS

Break Points serve as a Wound System for modules, equipment, weapons, etc. When a Module hits 0 in Break Points, that item is broken or destroyed. Break Points are optional for Equipment, but are mandatory for Shields.

BREAK POINTS	OUTCOME
Human: 200 Covenant: 300 Forerunner: 400	The weapon was scratched and scuffed, but does not affect how it loads or fires.
Human: 150 Covenant: 200 Forerunner: 300	The weapon is cracked in some areas, and may not fire correctly. The user gains a -5 Penalty To-Hit. Weapons gain a +2 to Base Reload Time.
Human: 100 Covenant: 150 Forerunner: 200	The weapon is damaged, and takes longer to reload, doubling the Base Reload Time. To-Hit and Aim Actions are at a -10 Penalty.
Human: 50 Covenant: 75 Forerunner: 100	The weapon is damaged and any Natural roll of 60 or above on To Hit will cause the next Attack to be skipped, as if the Attack never happened. Any Natural roll of 90 or above will cause the weapon to jam. To-Hit and Aim Actions are at a -15 Penalty. The weapon's Base Reload Time is tripled. Reload to clear a Jam.
0	The weapon is completely useless. A nice trophy, perhaps, but useless.

PHYSICAL SHIELD USE

Each Round, a character may choose to protect a location of their body with their shield. The size of the location protected is determined by the size of the shield and GM discretion. Changing protected locations is an Agility Test as a Reaction. Any other Reactions taken with this turn are at a -10. Any shots that hit the Shield must puncture or disable the shield before hitting the user. If a character has not used their Shield Use yet in a Round and is being struck, that character may use a +20 Opposed Agility Test to hold the shield up to protect themselves from the incoming attack. The Opposed Test is against the Warfare Test used to attack them.

FULL BODY SHIELDS

Shields such as the Hunter Shield and the Riot Shield, towards anyone sized as Normal, are given full-body cover instead of normal cover. If a character is not protecting themselves with their shield, they may make a -20 Agility Test to quickly pull the shield in front of themselves from an incoming attack. Any character that is Large must crouch behind the Cover Shield; else, to only protect two body locations that much be next to each other. Any character bigger than Large must use this shield as a normal Shield.

HUMAN VISOR POLARIZING

All Human visors can Polarize, making it impossible to see the face, as the visor changes to an opaque color. It is a Free Action to activate and deactivate. Polarizing halves all bright light-based Penalties.

ARMOR DONNING AND DISROBING

If in Combat and Structured Time, Armor takes time to put on and take off. The following Table shows the amount of Half Actions needed to change into or out of Armor based on Armor Location.

Mjolnir takes the amount of time shown, but instead of Half Actions, it's in Minutes. One minute is 10 Full Actions, meaning 30 Half Actions. The Mjolnir Helmet does not fall under this time frame.

ARMOR LOCATION	HALF ACTIONS
Head, Neck	2
Chest	6
Arms, Shoulder	3
Legs	3
Permutations, MISC.	4

WEAPON DAMAGE TYPES: BLUNT, PIERCING, SLASHING

This is a supplemental rule for those using content from other 100DOS Handbooks, such as Medieval Europe or The American West.

Blunt Damage [BD] is physical damage caused by blunt weapons like Hammers, Fists, and Batons.

Piercing Damage [PD] is physical damage caused by knives, impalement, and spikes.

Slashing Damage [SD] is physical damage caused by blades, such as machetes and Axes.

Universal Damage [UD] is when a weapon deals damage at the Armor's weakest Armor Ratings. This generally includes explosives and firearms.

Weapons that show two Damage Types allow the Character to choose how they're attacking. Here are some examples of weapons with multiple Damage Types.

You cannot use two Damage Types at once. If attacking with a specific chosen Damage Type, you cannot use a different one with that weapon in the same Round. You must commit to one Damage Type Attack per Turn.

Due to the power of firearms and the necessity for protection from them, modern sets of Armors have no weaknesses against these various Damage Types. If you were to take a set of UNSC Armor into Medieval Europe, it would have no weaknesses based on Damage Types.

EQUIPMENT DROP PRICES

Characters can request Equipment Drops while in a mission. Equipment Drops can be done multiple ways. Stealth, Equipment Pod drop, etc. Every Drop costs 1 Support Point, though multiple pieces of Equipment can be sent in a single Drop.

Equipment Drops must have an unenclosed area to drop equipment or land the cargo ship. If there is a Pod or Ordnance Drop, there is the possibility of a scatter, where the equipment will deviate from the desired location.

ORDNANCE AND DROPS AND SCATTER

Characters can call in packages and ordnance by spending their cR. There are plenty of drops available to those that can afford it. When a drop is requested for equipment, it takes the time of the selected Drop Type.

If a Guidance Lock isn't being used during the request of an Ordnance Drop, it has chance of being off target. To find how far off target the ordnance is, roll 10D10 meters and the Scatter Chart.

DAMAGING FLAME WEAPON TANKS

Flame weapon tanks have gone a long way. All chemical tanks have 50 Break Points and can be given an Armor upgrade found in the Equipment section. When the tank hits 0 Break Points, it is no longer useable. The tank will fill with a chemical to suppress any flame or possible explosion and can only be discarded.

SPECIAL RULES

Special Rules are various rules and abilities that Equipment use to show how they work in gameplay. The following section of the Armory explains each Special Rule.

ENERGY SHIELDS

ENERGY SHIELD RULES

Energy Shields protect the User from incoming Damage. Energy Shields have three Characteristics: Shield Integrity, Shield Recharge, and Recharge Delay.

SHIELD INTEGRITY

Shield Integrity is the Energy Shield's health, similar to Wounds for a Character. Damage will reduce an Energy Shield's Shield Integrity, and for certain weapons, Pierce will also reduce it. Once Shield Integrity reaches 0, the User begins to take damage. If Integrity reaches 0 during an Attack, any leftover Damage will hit the User, instead. This does not apply to the Attack's Pierce.

SHIELD PIERCE DAMAGE

The following Special Rules will deal their Pierce against an Energy Shield during an Attack. These effects do not stack, so a weapon with two of these Special Rules will not deal its Pierce twice.

- Heavy
- Penetration
- Spread
- Cauterize
- Kinetic
- Any Vehicle Weapon

SHIELD RECHARGE

Shield Recharge is the rate the Shield Integrity is increased per round. The Energy Shield cannot recharge higher than its Shield Integrity, and can only recharge after the Recharge Delay is reached.

RECHARGE DELAY

Shields take time to Recharge after being damaged. An Energy Shield has a Recharge Delay of (X), where (X) is the number of Rounds of not taking more than 10 Damage per Round. Shields recharge at the beginning of the Round before any Actions are taken. If hit for more than 10 Damage per Round, the Recharge Delay resets.

COMBINED ACTIONS AND ENERGY SHIELDS

Energy Shields are weak to multiple damage sources occurring at the same time.

Combined Actions against an Energy Shield deal an extra +(X) Damage for every 10 Damage dealt. (X) is the amount of Characters making attacks in the Combined Action against that Shield.

EXPLOSIVES AGAINST ENERGY SHIELDS

When an Explosive weapon is used against a Shield, the explosive's Pierce is tripled. This does not carry over to the Character. When an Energy Shield dissipates from an Explosive, all Pierce is lost when dealing the leftover damage to the Character.

SPECIAL RULE	EXPLANATION
[I] Insurrectionist Weapon	Weapons with the [I] Special Rule cost no extra to Insurrectionists. This means they do not have to pay the weapon upcharge associated to their Soldier Type.
Acid Special Rule	The Acid Special Rule is a degrading series of damage that happens every Round. The first round of Damage is signified by (X), and every Round after, the damage is halved, rounding up. After the Damage hits 1, the Damage ends. For example, if (X) is 10, the first Round is 10 Damage, then 5 Damage, then 3, and finally, 1 Damage. Acid Damage ignores Armor and Toughness.
Cauterize Special Rule	Weapons with this Special Rule also deal their Critical Damage on a roll of 9 and 10, instead of only 10. On a D5, the weapon will deal Critical Damage on a roll of 4 and 5, instead of only 5.
Dice Minimum Special Rule	Dice Minimum Special Rule is when a Damage Roll cannot be lower than the number specified by (X). If a Dice Minimum is (4), then any roll under 4 will still count as rolling a 4.
Electrified Special Rule	Characters struck by a weapon with the Electrified Special Rule must make a -20 Toughness Test. If failed, the Character is stunned for 1D10 - Toughness Modifier in Rounds, and are stunned an additional Round for every Degree of Failure.
EMP Special Rule	The EMP Special Rule disables vehicles for 1D5 Half Actions, or by (X) if specified. For every 2 Size Points of a Vehicle being hit, it is disabled for 1 less Half Action, to a minimum of 1. The user of the vehicle can attempt to use a Technology Skill Test to lessen this by one Half Action. EMPs also shut down equipment using the same rules. Equipment being hit by an EMP has a 5% chance on a 1D100 roll to have its memory erased. This does not affect AI or armored computing devices. All Military equipment are immune to EMPs erasing data. Plasma Pistols are able to deal 50 damage to Shields for every 1 point in (X). For example, an EMP (3) will deal 150 Damage to Energy Shields. Any Vehicle 5 Size Points and larger are unaffected by Plasma Pistols.
Flame Special Rule	The Flame Special Rule deals Damage each round that the Character is considered on fire, ignoring Damage Resistance. Flame deals (X) amount of Damage, with either a set number, or a dice roll. Once a Character takes damage from a Flame Special Rule weapon, the amount of Damage received is how much Damage they will continue to take until a Half Action is used to put out the flames. Recurring Flame damage will only deal the highest Flame damage roll, if multiple attacks were hit. Flames will go out in 4 Rounds after the Attack hits, but any other Flame Attacks that deal damage will restart the timer.
Gravimetric Pulse Special Rule	A Gravimetric Pulse has a numbered (X) that determines the radius of this Ability. Affected targets of a Gravimetric Pulse can be pushed or pulled in an intended direction or by GM discretion. Unless specified otherwise, Gravimetric Pulses cannot affect targets through walls or other objects. Targets inside the Gravimetric Pulse are pushed or pulled as if they were in the Gravity (Y), where (Y) is half of Gravimetric Pulse's (X). This also halves any damage made from the Gravity Special Rule. Targets attempting to break out of this have a -(X) Penalty, where (X) is multiplied by 2. For example, if (X) is 20, then the Character has a -40 Penalty to attempt to break free from this Special Rule.
Gravity Special Rule	A weapon with the Gravity Special Rule has a numbered (X) that determines how long of a range in meters the gravity well effects. The closer the gravity well of a weapon, the farther the opponent will be pushed back. For every meter an opponent is in the gravity well's center, they are thrown back 2 meters. For example, if a player is three meters inside a Gravity (6), the player gets thrown back 6 meters. For every meter the opponent is in the gravity well, the opponent takes 4 extra points of damage that ignores Armor and Toughness. The user is not affected by their weapon's Gravity Range, unless it is a Concussion Rifle. For every 500KG an object weighs, it moves one meter less than it would have. This includes vehicles and Characters.
Hard Light Special Rule	Weapons with the Hard-Light Special Rule contains the Cauterize Special Rule. When a weapon with the Hard-Light Special Rule kills a character, that character and their armor disintegrate.
Headshot Special Rule	When taking a shot to the head, the Character doesn't get to add in their Toughness Modifier when figuring Damage Resistance against the attack.
Homing Special Rule	Homing Special Rule allows the weapon to reroll a missed To-Hit attack. Cannot reroll more than once per Attack.
Kinetic Special Rule	Weapons with the Kinetic Special Rule will damage a Character through Shields. When a weapon with the Kinetic Special Rule hits a Character with Shields, the weapon deals its Damage against the Character, without Pierce. The Shield still takes the damage as normal.
Needle Special Rule	Needles, known as Blamite, are explosive pink ballistic crystals. Needles explode when they reach a specified amount impaled into a Character that is signified by (X). For example, a weapon with Needle (3) needs 3 impaled Needle shards to detonate with Blast (1). When the Needles detonate, they deal (X)D5 Damage, ignoring Armor and half the Character's Toughness Modifier. Needles fired from other weapons will not stack their Needle (X) rule. Needles will Impale as long as they don't hit Energy Shields. Impaled Needles can be removed to stop detonation. A Character is able to remove (X) amount of Needles per Half Action, where (X) is every 2 Agility Modifier of the Character. A Character with an Agility of 40 can remove 2 Needles per Half Action. For every Needle removed this way, the Character takes 1 Points of Damage, ignoring Armor and Toughness. Needles will dissolve after 3 Rounds of not meeting the required (X) to detonate. When dissolving, the Needle pops, dealing no extra Damage.
Overheat Special Rule	Any weapon with the Overheat Special Rule must take (X) Half Actions to cool down to be used again. Once the weapon cools, it is able to be fired once more. Some weapons may build up (X) based on how many uses were made.

Penetrating Special Rule	Weapons with the Penetrating Special Rule deal their Piercing against Energy Shields 3 times. This Special Rule, when stacked with Blast and/or Kill Special Rules, will only deal Blast's increased Pierce on the first of the three times it damages Energy Shields.
Recharge Rate Special Rule	A weapon with a Recharge Rate must recharge for (X) Half Actions, starting after the Half Action the weapon was fired. Once a weapon is done recharging, it may be fired again.
Slow	Melee Weapons with the Slow Special Rule mean they are a bit more difficult to use due to their length, shape, or weight. Weapons with this Special Rule halve the Character's Attacks per Action.
Spike Special Rule	Some weapons have the Spike Special Rule. These weapons generally fire a shard, arrow, or general projectile that are made to impale. Weapons that have the Spike Special Rule impale into the Character and must be removed, or the Character will take Damage when moving. Spikes only impale if they've done a minimum of 4 Damage. Removing an Impaled weapon takes a +20 Strength Test. Any weapon removed this way deals 1 Damage, ignoring Toughness and Armor. If the weapon is not removed, whenever the Character moves in a Round, the weapon deals its Damage Roll and Base Damage, ignoring Armor. This does not stack with the Impaled Medical Rule, and replaces it.
Spread Special Rule	Spread Special Rule is when a weapon's attack spreads out from the source, like a shotgun's buckshot. Weapons with the Spread Special Rule are given a +10 Bonus To-Hit and fire in a cone shape out from the character. This can strike multiple targets at once if close enough. When a Shotgun is being used at Close Range, the weapon gains a +1D10 to the Damage Roll. When in Point Blank Range, the weapon gains +2D10 to the Damage Roll. When in Execution Range, the weapon gains +2D10 to the Damage Roll and also doubles the Damage Roll made with the attack. When a Shotgun is being used beyond the weapon's Optimal Range, it loses 1D10 Damage and 50% of its Pierce, and at Extreme Range, loses 2D10 Damage and all 100% of its Pierce. For every 20 Meters away the Target is from the Character, the weapon can hit Characters +1 Meter to each side of the Target. The further the Distance, the more likely the characters will be struck by the attack.
Sticky Special Rule	Any item with the Sticky Special Rule is incredibly adhesive. The item will stick to whatever touches it once it is activated, and takes a -30 Strength Test to remove the item, as a Reaction. A direct hit does not allow a character to evade an explosive, as it is stuck to them. They are still able to evade allies to keep them from harm or attempt to remove the explosive.
Stun Special Rule	When a weapon with Stun Special Rule hits a character, that character must make a Toughness Test. For every shot that hits the Character, the Toughness Test they take is at a -5. If the test is failed, the character is Stunned for (X)-Toughness Modifier Rounds, minimum of 1.
Tranquilize Special Rule	When a weapon with the Tranquilize Special Rule hits a character, they are considered Stunned for (X) Rounds. Every time the Character is struck by a weapon with this Special Rule, the duration is increased by (X). If (X) surpasses 10, the Character becomes Unconscious. Every time the Character their hit by a weapon with this Special Rule, they must make a Toughness Test. If Failed, they gain +1 to (X) for every Degree of Failure. If passed, they gain -1 to (X) for every Degree of Success. When (X) is 0, the Character is no longer considered Unconscious or Stunned.
Vehicle Lock Special Rule	A weapon with the Vehicle Lock Special Rule has the ability to home in on vehicles with incredible accuracy. A weapon with Vehicle Lock Special Rule has a +30 To-Hit when inside the weapon's Range.
Spin	The Spin Special Rule, where in order for the Attack to be useful, the weapon must be in a full swing. This means the Damage is halved for every Half Action not prepared. Swing Special Rule is (X) minus your Strength Modifier, to a minimum of 1.

EQUIPMENT AND WEAPON SPECIAL RULES

There are specific pieces of equipment that deal special status effects or outcomes. There are also ways to improvise weapons out of common materials that are covered under this section.

EQUIPMENT	EXPLANATION
Nonlethal	Weapons with the Nonlethal Special Rule cannot damage a Character below 0 Wounds and cannot penetrate through Characters.
Pepper Spray	Pepper Spray only affects a character when struck in the face. A character being hit by Pepper Spray must make a -40 Toughness Test or gain a Fatigue. A character cannot gain more than two Fatigue from Pepper Spray. A character that has been sprayed in the face are at a -30 penalty for both Visual and Smell-based Tests, including any attacks. The Penalties from Pepper Spray are reduced by 10 each Round if the Character is attempting to wash the Pepper Spray away. These effects are reapplied when sprayed again.

EXPLOSIVE RULES

<table>
<tr><th>EXPLOSIVE SPECIALS</th><th>EXPLANATION</th></tr>
<tr><td>Explosives, Blast, and Kill</td><td>Explosives will generally have two radius distances, a Blast Radius and a Kill Radius. Blast is the radius that the Damage reaches outward, while Kill is where the total Damage is multiplied by 2. The Kill Radius signifies the deadly combination of fragmentation and the force of the detonation.
When a Character is within the Blast and Kill radius of an Attack, it counts as striking the lowest Armor Rating of the Character.</td></tr>
<tr><td>Throwing Explosives</td><td>Explosives are used often on the battlefield, and characters must be adept at using them. If Explosive hits someone, the Explosive deals the character's Strength Modifier in damage. Use the Throwing Rules to see how far an Explosive can go, and what happens on a scatter.</td></tr>
<tr><td>Scattering Explosives</td><td>An Explosive will only scatter if the player fails the warfare Melee roll when throwing. The Explosive scatters 1D5 meters for every Degree of Failure gained on the roll. The scatter is rolled at the Explosive's desired point of impact, not the character throwing.</td></tr>
<tr><td>Flashbang Special Rule</td><td>The effect of a Flashbang detonating blinds and deafens any character within its radius. Flashbangs blinds and deafens a character for 1D5+5 - Toughness Modifier (Maximum of 5 Toughness Modifier) in Half Actions. For every Meter closer to the Flashbang from its radius, the Character gains an extra +1 to Half Actions they are affected by the device. Characters stunned by Flashbangs do not count as Vulnerable or helpless. Characters that have polarized visors take only half of the Half Actions that the Flashbang causes. A character may attempt an Agility Test to shield their eyes from the blast to save themselves from 1D5 of the Half Actions.</td></tr>
<tr><td>Tear Gas Especial Rule</td><td>The effect of Tear Gas lasts roughly 10 Rounds, subtracting one for every 5mph the wind is traveling. When first in the Tear Gas, the character must make a Toughness Test. For every degree of failure, the character gains one degree of Fatigue. When inside the cloud of Tear Gas, all characters are at a -40 to visual Perception and Warfare Range Tests, and these characters also gain a -20 penalty to Warfare Melee. Unless a character has a sealed suit of any kind, for every two Rounds in the cloud, the character gains another Fatigue. For every Round, the Tear Gas cloud radius is reduced by 2 meters, unless in small enclosed areas, where it the cloud radius is reduced 2 meters for every 5 Turns.</td></tr>
<tr><td>Concussive Grenades</td><td>The effect of a Concussion Grenade, much like the Flashbang, detonates and disorientates anyone within the radius. The Concussion Grenade disorientates a character for 1D5+(X) – Toughness Modifier (Maximum of 5) Half Actions. Beginning at 12, for every meter the character is away from the Concussion Grenade, X is reduced by 1. When a character is disorientated, they gain penalties in Intellect and Perception at -40 each. The character also takes -50 to Warfare Melee and Warfare Range. If a character is attempting to recall any information, the character must take an Intellect Test at the proper modifier shown from the chart below.
<table>
<tr><th>DIFFICULTY</th><th>EXAMPLE</th><th>MODIFIER</th></tr>
<tr><td>PERSONAL</td><td>Own Name, Occupation</td><td>+20</td></tr>
<tr><td>SIMPLE</td><td>Friend's Name, Current Location</td><td>+10</td></tr>
<tr><td>EVERY DAY</td><td>Current Day, Reloading Weapon</td><td>-0</td></tr>
<tr><td>COMMON</td><td>Current Objective, Own Address</td><td>-10</td></tr>
<tr><td>CHALLENGING</td><td>Math, Locations, Reading</td><td>-20</td></tr>
<tr><td>PROBLEMATIC</td><td>Mechanics, Geometry</td><td>-30</td></tr>
</table></td></tr>
<tr><td>Smoke Grenade Special Rule</td><td>A Smoke Grenade covers a radius of (X) Meters in a thick colored smoke. The Smoke gives a -50 Penalty to Vision-based Perception Tests, as well as any Warfare Range Tests. Warfare Melee Tests are at a -20 Penalty, as well.
After the specified number of Rounds, the smoke begins to dissipate. Once the smoke begins to dissipate, every Round the smoke's Penalty is reduced by 5. After 12 Rounds, the Smoke completely dissipates.
For every 5KM/H the wind is blowing, the Smoke Grenade fades 1 Round quicker. For example, wind speeds of 7KM/H will cause the smoke to dissipate in 11 Rounds, instead of 12.</td></tr>
<tr><td>Grenade Timing and Cooking</td><td>Unless specified otherwise, it takes 6 seconds for a grenade to detonate after being armed. This is one Round. A Grenade that is throwing at the beginning of a Turn will detonate at the beginning of that Character's next Turn. A grenade that is cooked properly will Detonate at the beginning of the next Round, instead.
Cooking a Grenade is when a Character arms the explosive and waits to throw it. This gives Opponent Characters less time to react to the grenade.
When Cooking a Grenade, the Character must make a +20 Agility or Intellect Test. Starting at the desired point of impact, for every Degree of Failure, the grenade goes off one meter closer to the Character who threw the grenade.</td></tr>
<tr><td>AGAINST ENERGY SHIELDS</td><td>When an Explosive weapon is used against a Shield, the explosive's Pierce is tripled. This does not carry over to the Character. When an Energy Shield dissipates from an Explosive, all Pierce is lost when dealing the leftover damage to the Character.</td></tr>
</table>

Scopes, Firing, and Weapon Attachments

Here is a list of special modes of attacking with weapons, using scopes, and using weapon attachments. Make sure to read through this before making any range shots or attempting to upgrade or alter your weapon in any way.

SPECIAL RULE	EXPLANATION
Perspective Range	Perspective Range is the range that a Character is able to make Aim Actions. This is figured by multiplying the Character's Perception by 10. A Character with a Perception of 30 will have a 300 Meter Perceptive Range. Scopes will also multiply this distance by the Scope's multiplier. A 2x scope will multiple a 300 Meter Perspective Range to 600 Meters.
Scopes and Sights	Scopes and Sights offer a bonus To-Hit when an Aim Action is made. The Aim Action Bonus with a Scope can only be acquired when the distance to the target is above the Minimum Range and below the Perspective Range of the Character and whatever scope they might be using. An Aim Action being taken with a weapon that only has Iron Sights or a 1x scope will gain the bonuses To Hit, but not multiply the range at which those bonuses my be obtained.
Lasers	Lasers will give a +5 Bonus To Hit a target, but only under two conditions. The target must not be further than the half of the Character's Perceptive Range, and the Character must not be taking an Aim Action. Aim Actions and Lasers do not stack.
Sight Minimum Range Penalty	Sights have range limitations in which a Scope may not be used too close to an Opponent, which can be found below as "Minimum Penalty". When a Scope is below their Minimum Range, the Character can gain no Aim Action Bonuses and are at a -10 To Hit within that range. This can be alleviated with Canted Irons and Smartlink-only scopes.
Spotting for Snipers	When a sniper is being assisted by another player to make a shot, that character may use their Full Action to improve the Sniper's Scope range. Spotter Rolls are made using a scope equal or greater power than the Sniper's. The Spotter makes a Perception Test, and for every Degree of Success, the Sniper gains a +10 to taking the shot. If the Perception Test was successful, the Sniper is using the power of the scope that the Spotter is using.
Indirect Fire	Indirect Fire is when a Character makes a Ranged Attack without relying on a direct line of sight between the weapon and the Opponent. Aiming is performed by calculation and combining information of those assisting the Indirect Fire. To start off, the Character making the Indirect Fire Action begins with a -100 Penalty for the Attack. If the Character has HUD and those assisting have Smartlink or armor-based cameras, the Indirect Fire Penalty begins at only -70. The Penalty cannot go any higher than -100. The Characters assisting in the Indirect Fire must each make a Warfare Range and an Intellect Test. For each Degree of Success, the Character making the indirect Fire gains a +10 Bonus To-Hit. Once all assisting Characters are finished with their Actions assisting, the Character may make their Attack Action at whatever remaining Penalties. The Penalties and Bonuses the Character gains, while making an Indirect Fire, cannot surpass 0 and go into the positives.
Weapon Attachments	There are many weapons and weapon attachments when it comes to weaponry. This table indicates what rails each weapon has, and what can be taken with that weapon. You cannot load two different attachments on a rail, and each attachment must fit. No Grenade Launchers on a pistol, as the launcher is larger than the pistol itself. The GM must use common sense to properly allow players to build weapons. Only silencers and other barrel-mounted attachments may be put on the barrel. The Rail Mount Table can be found right under the Scope Limit Table.
Covenant Weapons	All Covenant weapons are Smartlink compatible with a built-in 2x Smart Scope, unless specified otherwise.

SCOPE MAGNIFICATION BONUSES AND PENALTIES

SCOPE	2x	3x	4x	5x	6x	7x	8x	9x	10x	11x	12x	13x	14x	15x
MINIMUM RANGE	7m	10m	15m	20m	25m	30m	35m	40m	50m	60m	70m	80m	90m	100m
SCOPE	16x	17x	18x	19x	20x	21x	22x	23x	24x	25x	30x	35x	40x	50x
MINIMUM RANGE	110m	120m	130m	140m	150m	170m	190m	210m	230m	250m	300m	350m	400m	500m

PDWS, PISTOLS, AND SUBMACHINE WEAPONRY

[OH] [UD] [I]	M4D Personal Defense Weapon System			Semi-Auto (3)		"M40"		2345-2412
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Pistol	2D10	+8	7	18	50m-200m	10mm Auto	22	4
Black Polymer finish. The price of this weapon is halved for Insurrectionists during the year 2540 and later. Has a -10 Penalty To-Hit for inaccuracy.							**WEIGHT (KG):**	**1.1**

[OH] [UD]	SAS-10			Semi-Auto (2) or Auto (8)		"SAS"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Pistol	2D10	+8	7	14	50m-200m	10mm Auto	33	4
Black Polymer finish. Built-in Muzzle Brake, SS/M 49 Suppressor, and SLS/V 5E Scope. -10 Penalty To-Hit when firing in Automatic mode.							**WEIGHT (KG):**	**1.1**

[OH] [UD] [I]	M6A Personal Defense Weapon System			Semi-Auto (2)		"M6 Civ"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Pistol	2D10	+9	8	8	20m-100m	12.7x40mm	17	4
The Civilian model. Chrome Polymer finish. No Civilian or Police upcharge.							**WEIGHT (KG):**	**1.5**

[OH] [UD] [I]	M6B Personal Defense Weapon System			Semi-Auto (2)		"M6"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Pistol	2D10	+9	8	8	30m-100m	12.7x40mm	20	4
Police model. Chrome Polymer finish. Built-in KFA-2 x2 Scope. No Police upcharge.							**WEIGHT (KG):**	**1.6**

[OH] [UD] [I]	M6C Personal Defense Weapon System			Semi-Auto (2) or Auto (8)		"M6"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Pistol	2D10	+9	8	12	30m-100m	12.7x40mm	22	4
Military model. Black Polymer finish. -10 Penalty To-Hit when firing Automatic.							**WEIGHT (KG):**	**1.7**

[OH] [UD] [I]	M6D Personal Defense Weapon System			Semi-Auto (2) or Auto (5)		"M6"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Pistol	2D10	+9	8	12	30m-120m	12.7x40mm	25	4
Military mainstream model. Chrome Polymer finish. Built-in KFA-2 x2 Scope.							**WEIGHT (KG):**	**1.8**

[OH] [UD]	M6E Personal Defense Weapon System			Semi-Auto (3)		"M6"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Pistol	2D10	+9	8	12	30m-130m	12.7x40mm	25	4
Highly Customizable Military Model. Nickle-Plate finish. Able to accept all Rifle Attachments.							**WEIGHT (KG):**	**1.9**

[OH] [UD]	M6F Personal Defense Weapon System			Semi-Auto (3)		"M6"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Pistol	2D10	+9	8	12	30m-140m	12.7x40mm	29	4
Highly Customizable Military Model. Nickle-Plate finish. Able to accept all Rifle Attachments. Built-in KFA-2 x2.							**WEIGHT (KG):**	**1.9**

[OH] [UD]	M6G Personal Defense Weapon System			Semi-Auto (4)		"M6"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Pistol	2D10	+9	8	8	30m-150m	12.7x40mm	25	4
Officer and Vehicle Crew model. Nickel-Plate Finish. Built-in KFA-2 x2 Scope.							**WEIGHT (KG):**	**1.8**

[OH] [UD]	M6H Personal Defense Weapon System			Semi-Auto (2) or Auto (5)		"M6"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Pistol	2D10	+9	8	8	30m-155m	12.7x40mm	26	4
Officer and Vehicle Crew model. Nickel-Plate Finish. Built-in KFA-2 x2 Scope.							**WEIGHT (KG):**	**1.7**

[OH] [UD]	M6H2 Personal Defense Weapon System			Semi-Auto (2) or Auto (5)		"M6"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Pistol	2D10	+9	8	12	30m-160m	12.7x40mm	27	4
Nickel-Plate Finish. Built-in KFA-2 x2 Scope.							**WEIGHT (KG):**	**1.7**

[OH] [UD]	M6I Adjustable Personal Defense Weapon System			Semi-Auto (3), Auto (8), or Burst (2)		"M6"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Pistol	2D10	+9	8	12	35m-130m	12.7x40mm	35	4
Black Polymer finish. Built in Muzzle Brake and adjustable detachable .2 KG Collapsible/Folding stock.							**WEIGHT (KG):**	**1.7**

[OH] [UD]	M6J Adjustable Personal Defense Carbine			Semi-Auto (3), Auto (12), Burst (2)		"M6 CAR"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Carbine	2D10	+9	8	12	30m-110m	12.7x40mm	38	4
Nickel-Plate finish. Built in Muzzle Brake and adjustable detachable .2 KG Collapsible/Folding stock. -10 Penalty To-Hit when firing Automatic.							**WEIGHT (KG):**	**1.7**

[OH] [UD] [I]	M6K Personal Defense Weapon System			Semi-Auto (2)		"M6"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Pistol	2D10	+9	8	6	30m-130m	12.7x40mm	22	4
Police model. Black finish. Built-in Muzzle Brake and SS/M 49 Suppressor. No Police upcharge.							**WEIGHT (KG):**	**1.8**

[OH] [UD] [I]	M6 Machine Pistol			Auto (12)		"M6M"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Pistol	2D10	+9	8	21	15m-80m	12.7x40mm	22	4
Chrome Polymer finish. Build-in Pistol Grip. -15 Penalty To-Hit when firing.							**WEIGHT (KG):**	**2**

[OH] [UD] [I]	Sevine Arms 10mm Machine Pistol			Auto (9)		"SAMP-10"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Pistol	2D10	+8	7	9	10m-85m	10mm Auto	24	4	
Silver Polymer finish.								**WEIGHT (KG):**	**1.3**

[OH] [UD] [I]	M7 Caseless Submachine Gun			Semi-Auto (3) Auto (10)		"SMG"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Submachine	2D10	+8	6	60	20m-75m	5x23mm	41	5	
Chrome Polymer finish. Built-in Pistol Grip and Collapsible/Folding Stock. No Police cR upcharge.								**WEIGHT (KG):**	**1.4**

[OH] [UD] [I]	M20/PDWS Submachine Gun			Semi-Auto (3) Auto (10)		"SMG"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Submachine	2D10	+8	6	60	25m-85m	5x23mm	43	5	
Chrome Polymer finish. Built-in Pistol Grip and Collapsible/Folding Stock. No Police cR upcharge.								**WEIGHT (KG):**	**1.5**

[OH] [UD]	Pocket Pistol			Semi-Auto (1)		"Mini M6"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Pistol	2D10	+9	8	3	10m-70m	12.7x40mm	8	4	
Chrome Polymer finish. Snub-nose. -10 Penalty To-Hit.								**WEIGHT (KG):**	**0.5**

[OH] [UD] [I]	8mm Sevine Arms Defender			Auto (4)		"SAD-8 Defender"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Pistol	2D10	+6	6	6	5m-16m	8mm	10	4	
Silver Polymer finish. -10 Penalty To-Hit.								**WEIGHT (KG):**	**0.3**

[OH] [UD]	12mm Comet			Semi-Auto (2)		"Comet"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Pistol	2D10	+9	8	5	30m-160m	12.7x40mm	20	4	
Silver Polymer finish. -10 Penalty To-Hit. Revolver Pistol that can fire one extra Shot as replacement for the Character's Reaction.								**WEIGHT (KG):**	**1.7**

[OH] [UD]	Narq-Dart Pistol			Semi-Auto (1)		"Tranquilizer Pistol"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Pistol	--	+1	18	12	20m-160m	Narq-Dart	21	3	
A large Pistol for administering medication to tranquilize opponents. Must surpass Armor to administer dose. Tranquilize (7) Special Rule.								**WEIGHT (KG):**	**1.5**

RIFLES

[TH] [UD] [I]	Prototype XBR55			Semi-Auto (2) or Burst (3)		"BXR"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Select-Fire Rifle	3D10	+8	12	60	40m-850m	9.5x40mm	76	6	
Black Polymer finish. Removable KFA-2 x2 Scope. Headshot Special Rule. Comes with extended 60 round Magazine. -10 To-Hit when Prone.								**WEIGHT (KG):**	**4.2**

[TH] [UD] [I]	BR55 Service Rifle			Semi-Auto (2) or Burst (3)		"Battle Rifle"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Select-Fire Rifle	3D10	+8	12	36	45m-950m	9.5x40mm	80	6	
Black Polymer finish. Removable KFA-2 x2 Scope. Headshot Special Rule. No Police cR upcharge.								**WEIGHT (KG):**	**3.8**

[TH] [UD]	BR85N Service Rifle			Semi-Auto (2) or Burst (3)		"Battle Rifle"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Select-Fire Rifle	3D10	+8	12	36	50m-975m	9.5x40mm	81	6	
Black Polymer finish. Removable KFA-2 x2 Scope. Headshot Special Rule.								**WEIGHT (KG):**	**3.7**

[TH] [UD] [I]	M392 Designated Marksman Rifle			Semi-Auto (3) or Burst (2)		"DMR"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Select-Fire Rifle	3D10	+5	13	15	30m-1,400m	7.62x51mm	101	6	
Black Polymer finish. Removable EVOS-D 3x Scope. Built-in Flashlight. Headshot Special Rule. No Police cR upcharge.								**WEIGHT (KG):**	**8.6**

[TH] [UD] [I]	M395 Designated Marksman Rifle			Semi-Auto (3) or Burst (2)		"DMR"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Select-Fire Rifle	3D10	+5	13	14	35m-1,550m	7.62x51mm	105	6	
Black Polymer finish. Removable EVOS-D 3x Scope. Built-in Muzzle Brake. Headshot Special Rule.								**WEIGHT (KG):**	**8.5**

[TH] [UD] [I]	Prototype MA1 Individual Combat Weapon System			Auto (8) or Burst (2)		"Assault Rifle"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Select-Fire Rifle	3D10	+8	11	26	50m-300m	.390	37	6	
Black Polymer finish. Built-in Ammo Counter. -15 Penalty To-Hit.								**WEIGHT (KG):**	**8.2**

[TH] [UD] [I]	MA2B ICWS/Carbine			Auto (10) or Burst (2)		"Assault Carbine"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Select-Fire Rifle	3D10	+8	11	26	45m-225m	.390	35	6	
Black Polymer finish. Built-in Ammo Counter. -15 Penalty To-Hit. No Police cR upcharge.								**WEIGHT (KG):**	**5.9**

[TH] [UD] [I]	MA3A Assault Rifle			Auto (8) or Burst (3)		"Assault Rifle"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Select-Fire Rifle	3D10	+5	13	32	55m-350m	7.62x51mm	49	6	
Black Polymer finish. Built-in Flashlight and Ammo Counter. No Police cR upcharge.								**WEIGHT (KG):**	**7.6**

[TH] [UD] [I]	MA37 Assault Rifle			Auto (8) or Semi-Auto (3)		"Assault Carbine"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Select-Fire Rifle	3D10	+5	13	32	50m-225m	7.62x51mm	42	6	
Black Polymer finish. Built-in Flashlight and Ammo Counter. No Police cR upcharge.								**WEIGHT (KG):**	**3.8**

[TH] [UD] [I]	MA5B Individual Combat Weapon System			Auto (10) or Semi-Auto (3)		"Assault Rifle"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Select-Fire Rifle	3D10	+5	13	60	60m-375m	7.62x51mm	55	6	
Black Polymer finish. Built-in Flashlight and Ammo Counter. Due to the weapon's height, firing while Prone gives a -10 Penalty To-Hit.								**WEIGHT (KG):**	**4.1**

[TH] [UD] [I]	MA5C Individual Combat Weapon System			Auto (10), Semi-Auto (3), Burst (3)		"Assault Rifle"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Select-Fire Rifle	3D10	+5	13	32	65m-390m	7.62x51mm	54	6	
Black Polymer finish. Built-in Flashlight and Ammo Counter.								**WEIGHT (KG):**	**4**

[TH] [UD] [I]	MA5D Individual Combat Weapon System			Auto (10), Semi-Auto (3), Burst (3)		"Assault Rifle"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Select-Fire Rifle	3D10	+5	13	36	70m-400m	7.62x51mm	56	6	
Black Polymer finish. Built-in Flashlight and Ammo Counter.								**WEIGHT (KG):**	**4**

[TH] [UD] [I]	MA5K Carbine			Auto (9), Semi-Auto (2), Burst (2)		"Assault Carbine"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Select-Fire Rifle	3D10	+5	13	30	55m-310m	7.62x51mm	49	6	
Black Polymer finish. Built-in Flashlight and Ammo Counter. No Police cR upcharge.								**WEIGHT (KG):**	**3.4**

[TH] [UD] [I]	VK78 Commando Tactical Rifle			Semi-Auto (3) or Auto (7)		"Commando"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Select-Fire Rifle	3D10	+4	15	20	50m-1,000m	6.5x55mm	80	6	
Green Polymer finish. Removable EVOS-D 3x Scope. Headshot Special Rule. No Police cR upcharge.								**WEIGHT (KG):**	**8.5**

MACHINE GUNS

[HW] [TH] [UD] [I]	M735 Light Machine Gun			Auto (14)		"SAW"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**BELT**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Light Machine Gun	3D10	+5	13	150	30m-750m	7.62x51mm	68	11	
Built-in Ammo Display. High-Capacity Belt Box. Additional -10 Penalty To-Hit when not Bracing the weapon.								**WEIGHT (KG):**	**9.8**

[HW] [TH] [UD]	M739 Light Machine Gun			Auto (14)		"SAW"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Light Machine Gun	3D10	+5	13	72	30m-800m	7.62x51mm	56	7	
Built-in Ammo Display, comes with Drum Magazine.								**WEIGHT (KG):**	**9.6**

[HW] [TH] [UD] [I]	.308 Caliber Light Machine Gun			Auto (20)		"Confetti Maker"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**BELT**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Light Machine Gun	3D10	+6	11	120	5m-400m	7.62x51mm	59	11	
Notoriously inaccurate, but with a terrifying rate of fire. -20 Penalty To-Hit. No Police cR upcharge.								**WEIGHT (KG):**	**11.1**

[HW] [TH] [UD]	M247 General Purpose Machine Gun			Auto (13)		"M247"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**BELT**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Machine Gun	3D10	+5	13	100	40m-1,100m	7.62x51mm	94	15	
Air-Cooled, Gas-operated, electrically fired. Comes with 8.4 KG standing Tripod. Range is halved when a Tripod or Bipod is not used.								**WEIGHT (KG):**	**10.3**

[HW] [TH] [UD]	M247H Heavy Machine Gun			Auto (13)		"247"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**BELT**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Heavy Machine Gun	4D10	+4	11	200	40m-1,300m	12.7x99mm	130	15	
Air-Cooled, Gas-operated, electrically fired. Comes with 9 KG standing Tripod. Range is halved when a Tripod or Bipod is not used.								**WEIGHT (KG):**	**19.8**

[HW] [TH] [UD]	M343A2 Heavy Machine Gun			Auto (14)		"343A"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**BELT**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Heavy Machine Gun	4D10	+4	11	250	40m-1,400m	12.7x99mm	148	15	
Comes with 9.5 KG standing Tripod. Has Shield that gives +6 Armor from Attacks that would hit Chest, Arms, and Head of the user. Range is halved when a Tripod or Bipod is not used.								**WEIGHT (KG):**	**19.8**

[HW] [TH] [UD] [I]	AIE-486 Heavy Machine Gun			Auto (14)		"AIE"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**BELT**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Heavy Machine Gun	3D10	+5	13	200	40m-1,000m	7.62x51mm	118	15	
Comes with 10 KG standing Tripod. -10 Penalty To-Hit. Has Shield that gives +6 Armor from Attacks that would hit Chest, Arms, and Head of the user. Range is halved when a Tripod or Bipod is not used.								**WEIGHT (KG):**	**21.1**

[HW] [TH] [UD] [I]	Heavy Machine Gun-38			Auto (10)		"HMG-38"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Heavy Machine Gun	4D10	+4	11	50	40m-1,000m	12.7x99mm	74	13	
Comes with 3 KG standing Tripod. Range is halved when a Tripod or Bipod is not used. Comes with Drum Magazine.								**WEIGHT (KG):**	**14.1**

LONG AND EXTREME RANGE RIFLES

[HW] [TH] [UD] [I]	Sniper Rifle System 99 Anti-Materiel			Semi-Auto (1)		"SRS99 Sniper Rifle"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Sniper Rifle	4D10	+13	17	4	50m-1,900m	14.5x114mm	132	Sniper Rifle
Comes with a built-in Bipod and a removable Oracle N-Variant Scope. Headshot Special Rule. No Police cR upcharge. Penetrating Special Rule. Sniper Rifles gain no Close Range benefits when within 50 Meters of the Target, as well as taking a -20 Penalty To Hit when used within 20 Meters of the Target.							WEIGHT (KG):	15.7

[HW] [TH] [UD] [I]	Sniper Rifle System 99C-Series 2 Anti-Materiel			Semi-Auto (1)		"SRS99C Sniper Rifle"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Sniper Rifle	4D10	+13	17	4	50m-2,300m	14.5x114mm	147	8
Comes with a built-in Bipod and a removable Oracle N-Variant v2 Scope. Headshot Special Rule. Penetrating Special Rule. Sniper Rifles gain no Close Range benefits when within 50 Meters of the Target, as well as taking a -20 Penalty To Hit when used within 20 Meters of the Target.							WEIGHT (KG):	15.7

[HW] [TH] [UD] [I]	Sniper Rifle System 99C-Series 2 Anti-Materiel B			Semi-Auto (1)		"SRS99CB Sniper Rifle"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Sniper Rifle	4D10	+13	17	4	50m-1,900m	14.5x114mm	127	8
Comes with a built-in Bipod and a removable Oracle N-Variant v2 Scope. Headshot Special Rule. Penetrating Special Rule. Sniper Rifles gain no Close Range benefits when within 50 Meters of the Target, as well as taking a -20 Penalty To Hit when used within 20 Meters of the Target.							WEIGHT (KG):	13.6

[HW] [TH] [UD] [I]	Sniper Rifle System 99D-Series 2 Anti-Materiel			Semi-Auto (1)		"SRS99D Sniper Rifle"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Sniper Rifle	4D10	+13	17	4	50m-2,400m	14.5x114mm	153	8
Comes with a built-in Bipod and a removable Oracle N-Variant v3 Scope. Headshot Special Rule. Penetrating Special Rule. Sniper Rifles gain no Close Range benefits when within 50 Meters of the Target, as well as taking a -20 Penalty To Hit when used within 20 Meters of the Target.							WEIGHT (KG):	17.1

[HW] [TH] [UD] [I]	Sniper Rifle System 99-Series S5 Anti-Materiel			Semi-Auto (1)		"SRS99-S5 Sniper Rifle"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Sniper Rifle	4D10	+13	17	4	100m-2,300m	14.5x114mm	155	8
Comes with a built-in Bipod and a removable Oracle N-Variant v3 Scope. Headshot Special Rule. Penetrating Special Rule. Sniper Rifles gain no Close Range benefits when within 50 Meters of the Target, as well as taking a -20 Penalty To Hit when used within 20 Meters of the Target.							WEIGHT (KG):	15.6

[HW] [TH] [UD] [I]	M99 Special Applications Scope Rifle			Auto (1)		"M99 Stanchion"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Sniper Rifle	4D10	+24	40	4	100m-4,000m	5.4mm Gauss Slug	245	8
Comes with a built-in Bipod and a removable Oracle N-Variant v3 Scope. Headshot Special Rule. Penetrating Special Rule. Recharge Rate (4). Contains a 5KG battery with 5 feet of wiring that can power 20 Shots. Sniper Rifles gain no Close Range benefits when within 50 Meters of the Target, as well as taking a -20 Penalty To Hit when used within 20 Meters of the Target.							WEIGHT (KG):	20.1

[HW] [TH] [UD] [I]	M99 Special Applications Scope Rifle Mark II			Auto (1)		"M99-2 Stanchion"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Sniper Rifle	4D10	+24	40	7	100m-4,000m	5.4mm Gauss Slug	290	8
Comes with a built-in Bipod and a removable Oracle N-Variant v3 Scope. Headshot Special Rule. Penetrating Special Rule. Recharge Rate (3). Uses a lighter-weight battery supply available in 2557 and later. Can also be powered by any Powered Armor of the UNSC. Sniper Rifles gain no Close Range benefits when within 50 Meters of the Target, as well as taking a -20 Penalty To Hit when used within 20 Meters of the Target.							WEIGHT (KG):	21.5

[HW] [TH] [UD] [I]	Signature-Suppressed Anti-Materiel Rifle			Auto (1)		"SAM-R"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Sniper Rifle	4D10	+10	32	1	50m-2,400m	5.4mm Gauss Slug	153	8
Comes with a built-in Bipod and a removable Oracle N-Variant v3 Scope. Headshot Special Rule. Penetrating Special Rule. When not in use, the SAM-R is able to fold down into a smaller package for easier carrying. Sniper Rifles gain no Close Range benefits when within 50 Meters of the Target, as well as taking a -20 Penalty To Hit when used within 20 Meters of the Target.							WEIGHT (KG):	14.1

[HW] [TH] [UD]	ONI Hard Sound Rifle			Auto (1)		"Buzzer"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Sniper Rifle	4D10	+24	40	--	50m-915m	--	350	8
Built-in Bipod and removable Oracle N-Variant v2 Scope. Recharge Rate (5). Contains a 5KG battery with 5 feet of wiring that can power 5 Shots. This weapon ignores Shields and wearable Armor and leaves no entry point. All Damage done is converted to Special Damage on the Special Damage Chart. Sniper Rifles gain no Close Range benefits when within 50 Meters of the Target, as well as taking a -20 Penalty To Hit when used within 20 Meters of the Target.							WEIGHT (KG):	20

SHOTGUNS

[TH] [UD] [I]	M90 Series Close Assault Weapon System			Pump Action (2)		"Tactical Shotgun"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Shotgun	3D10	+10	6	12	10m-80m	8 Gauge Shell	39	Pump Action
Black Polymer finish. Collapsible/Folding Stock and Pistol Grip. No Police cR upcharge. Spread Special Rule unless ammunition specifies otherwise.							WEIGHT (KG):	5.4

[TH] [UD]	M90A Series Close Assault Weapon System			Pump Action (2)		"Tactical Shotgun"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Shotgun	3D10	+10	6	6	15m-100m	8 Gauge Shell	39	Pump Action
Black Polymer finish. Collapsible/Folding Stock and Pistol Grip. Spread Special Rule unless ammunition specifies otherwise.							WEIGHT (KG):	5.9

[TH] [UD] [I]	DTM/Law Enforcement Series Close Assault Weapon System			Pump Action (2)		"Enforcer Shotgun"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Shotgun	3D10	+9	4	12	10m-80m	12 Gauge Shell	26	Pump Action
Black Polymer finish. No Police cR upcharge. Spread Special Rule unless ammunition specifies otherwise.							WEIGHT (KG):	5.3

[TH] [UD] [I]	WST DTM/Civilian Market Shotgun			Pump Action (2)		"Civilian Shotgun"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Shotgun	3D10	+7	4	12	5m-70m	12 Gauge Shell	25	Pump Action
Chrome Polymer finish. No Police or Civilian cR upcharge. Spread Special Rule unless ammunition specifies otherwise.							WEIGHT (KG):	5.2

[TH] [UD] [I]	M45 Tactical Shotgun			Pump Action (2)		"Tactical Shotgun"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Shotgun	3D10	+10	6	6	10m-90m	8 Gauge Shell	38	Pump Action	
Silver Polymer finish. Collapsible/Folding Stock and Pistol Grip. Spread Special Rule unless ammunition specifies otherwise.								**WEIGHT (KG):**	**3.6**

[TH] [UD]	M45D Tactical Shotgun			Pump Action (2)		"Tactical Shotgun"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Shotgun	3D10	+10	6	6	5m-100m	8 Gauge Shell	41	Pump Action	
Silver Polymer finish. Collapsible/Folding Stock and Pistol Grip. Spread Special Rule unless ammunition specifies otherwise.								**WEIGHT (KG):**	**3.4**

[TH] [UD]	M45E Tactical Shotgun			Pump Action (2)		"Tactical Shotgun"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Shotgun	3D10	+10	4	12	5m-100m	8 Gauge Shell	42	Pump Action	
Silver Polymer finish. Collapsible/Folding Stock and Pistol Grip. Spread Special Rule unless ammunition specifies otherwise.								**WEIGHT (KG):**	**3.4**

[TH] [UD]	MS5-A Automatic Shotgun			Semi-Auto (1) or Auto (4)		"Juggernaut"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Shotgun	3D10	+10	6	24	5m-70m	8 Gauge Shell	54	7	
Black Polymer finish. Collapsible/Folding Stock and Pistol Grip. Spread Special Rule unless ammunition specifies otherwise.								**WEIGHT (KG):**	**8.8**

[TH] [UD]	CQS48 Bulldog			Pump Action (3)		"Bulldog"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Shotgun	3D10	+7	4	10	5m-70m	12 Gauge Shell	65	7	
Black Polymer finish. Collapsible/Folding Stock and Pistol Grip. Spread Special Rule unless ammunition specifies otherwise.								**WEIGHT (KG):**	**8.8**

ENERGY-BASED WEAPONRY

[HW] [TH] [UD]	Asymmetric Recoilless Carbine-920			Charge (1)		"Railgun"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Railgun	4D10	+12	15	1	20m-1,500m	16x65mm	184	7	
Chrome Polymer Finish. The weapon has a Charge of (1), but can be held up to 4 Half Actions before firing automatically. Kill (2), Kinetic Special Rule and Dice Minimum (3) Special Rule. Built-in KFA-2 x2 Scope.								**WEIGHT (KG):**	**14.9**

[HW] [TH] [UD]	M6 Grindell/Galilean Nonlinear Rifle			Charge (1), Sustained (2)		"Spartan Laser"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Energy Weapon	3D10	+12	30	6	20m-8,000m	Grindell battery	550	11	
Built-in WYRD III 2x Smartlink. Recharge (2), Kill (1). Must Charge to (1) to Fire. Dice Minimum (4) Special Rule and Kinetic Special Rule.								**WEIGHT (KG):**	**20.4**

[HW] [TH] [UD] [I]	EMP Rifle			Sustained (2)		"EMP Gun"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Energy Weapon	--	+1	40	60	20m-50m	Grindell battery	161	9	
Fires an EMP wave strong enough to shut down Power Armored Vehicles, as long as they are within the 50m Range. The EMP Rifle comes with a light Exo-Suit capable of carrying 90KG for the user. Exo-Suit gives -10 to Agility. EMP Special Rule. Fires as if it had Flame (X), without dealing damage.								**WEIGHT (KG):**	**90.5**

FLAMETHROWERS

[TH] [I]	M7057 Defoliant Projector			Sustained (3)		"Flamethrower"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Defoliant Projector	1D10	+5	16	27	1m-15m	Pyrosene-V	88	17	
Fires a sticky flammable set of chemicals that are then ignited. Flame (1D5). Cauterize Special Rule. Releases a 45-degree cone of fire that hits multiple targets. Point Blank Attacks with a Flamethrower causes the User to hit themselves with the Attack, as well. Tank weighs 5 kg.								**WEIGHT (KG):**	**40**

[TH] [HW] [I]	M6634 Defoliant Projector			Sustained (6)		"Hellbringer"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Defoliant Projector	2D10	+5	16	60	5m-25m	Pyrosene-V	121	20	
Fires a sticky flammable set of chemicals that are then ignited. Comes with a light Exo-Suit capable of carrying 90KG for the user. Exosuit Gives -10 to Agility. Flame (1D5). Cauterize Special Rule. Releases a 45-degree cone of fire that hits multiple targets. Point Blank Attacks with a Flamethrower causes the User to hit themselves with the Attack, as well. Tank weighs 12 kg.								**WEIGHT (KG):**	**90.5**

ROCKET, MISSILE, AND GRENADE LAUNCHERS

[TH] [HW] [I]	M41 Surface-to-Surface Rocket Launcher			Semi-Auto (1)		"SPNKR"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Explosive Launcher	4D10	+10	24	2	20m-1,200m	M19 102mm	112	15	
Built-in KFA-2 x2 Scope. Vehicle Lock Special Rule, Blast (9), Kill (3).								**WEIGHT (KG):**	**12.7**

[TH] [HW] [I]	M57 Pilum Assault Weapon			Semi-Auto (1)		"Pilum"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Explosive Launcher	4D10	+10	24	2	20m-1,200m	50x137mm HEMP	125	13	
Built-in KFA-2 x2 Scope. Vehicle Lock Special Rule, Blast (9), Kill (3).								**WEIGHT (KG):**	**12.7**

[TH] [HW] [I]	G4H-DuSH Surface-to-Surface Missile Launcher			Semi-Auto (1)		"Guhdoosh"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Explosive Launcher	5D10	+8	18	4	20m-1,200m	M18 100mm	110	16	
Built-in KFA-2 x2 Scope. Vehicle Lock Special Rule, Blast (7), Kill (2).								**WEIGHT (KG):**	**13.5**

[TH] [HW] [I]	M19-B Surface-to-Air Missile Launcher			Semi-Auto (1)		"SAM"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Explosive Launcher	3D10	+24	10	1	20m-5,500m	M19-B 102mm	322	13	
Built-in KFA-2 x2 Scope. Vehicle Lock Special Rule, Blast (6), Kill (3). +5 to Base Reload Time. Able to track a vehicle up to 4.5 kilometers away.								**WEIGHT (KG):**	**14.1**

[TH] [HW]	Hydra Multiple Launch Rocket System			Semi-Auto (2)		"Hydra"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Explosive Launcher	2D10	+5	18	12	50m-500m	50x137mm HEAB	109	Single Loading
Built-in KFA-2 2x Scope. Blast (6), Kill (1). Vehicle Lock Special Rule and Homing Special Rule within 250 Meters.							**WEIGHT (KG):**	**11**

[OH]	M363 Remote Projectile Detonator			Semi-Auto (1)		"Sticky Launcher"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Explosive Launcher	2D10	+4	10	1	10m-30m	M9030 12cm	62	Single Loading
Single-Shot Muzzle-loaded Grenade Launcher. Magnetically latched explosive. Blast (3), Kill (1). The Sticky Launcher has a 120 Meter distance limit.							**WEIGHT (KG):**	**6.8**

[TH] [I]	M319 Individual Grenade Launcher			Automatic (1)		"Grenade Launcher"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Explosive Launcher	2D10	+7	15	1	20m-100m	40mm Grenade	120	Single Loading
Capable of two detonation types. When the trigger is held after firing, the Grenade will not detonate until released. The Grenade has proximity sensors that track IFF Tags and will display a counter of friendlies and enemies within the Blast Radius. When held, the M319 gains the EMP (4) Special Rule. Blast (5), Kill (2). **When the trigger is not held, the Grenade will detonate after 6 Seconds of being fired. The Grenade detonates at the beginning of the Character's next Turn. Cannot be detonated within 10 Meters of the weapon used to fire the Grenade.**							**WEIGHT (KG):**	**4.7**

[TH] [HW]	XM510 Multishot Grenade Launcher			Burst (2)		"Heavy Grenade Launcher"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Explosive Launcher	2D10	+7	17	4	10m-70m	40mm Grenades	120	Single Loading
Built-in KFA-2 2x Scope. Blast (5), Kill (2). Vehicle Lock Special Rule and Homing Special Rule within 75 Meters. Cannot be detonated within 10 Meters of the weapon used to fire the Grenade.							**WEIGHT (KG):**	**5.7**

[TH] [HW] [I]	LAU-65D/SGM-151 Automatic Missile Launcher			Auto (4)		"Multishot Launcher"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Explosive Launcher	4D10	+5	30	8	20m-1,500m	ASGM-4 Missile	210	13
Comes with 7 KG Tripod. Vehicle Lock Special Rule. Able to Lock on to Vehicles up to 750 Meters away. Blast (8), Kill (2). Cannot be detonated within 10 Meters of the weapon used to fire the Grenade.							**WEIGHT (KG):**	**17.5**

EXPLOSIVES AND GRENADES

[UD] [I]	M9 high-Explosive Grenade			"Fragmentation Grenade"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**	
Grenade	2D10	+9	12	Blast (8), Kill (2)	8	
Green Matte finish. The M9 Grenade has a 4-second fuse. Once released, the grenade will detonate at the beginning of the Character's next Turn.					**WEIGHT (KG):**	**0.4**

[UD] [I]	NAPALM Grenade			"Flame Grenade"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**	
Grenade	1D5	+9	5	Blast (7), Kill (1)	9	
Black matte finish. Flame (1D10) for those who are caught within Blast (7). The NAPALM Grenade has a 4-second fuse. Once released, the grenade will detonate at the beginning of the Character's next Turn.					**WEIGHT (KG):**	**0.7**

[UD] [I]	SONIC Grenade			"Sound Grenade"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**	
Grenade	3D10	20	15	Blast (7)	18	
White matte finish. The SONIC Grenade has a 4-second fuse. Once released, the grenade will detonate at the beginning of the Character's next Turn. After reducing the Damage dealt by this Weapon with Damage Resistance, the SONIC Grenade deals directly to the Special Damage Chart, instead of Wounds. Can by used to Damage Energy Shields normally, but cannot deal Special Damage through Energy Shields.					**WEIGHT (KG):**	**0.7**

[UD] [I]	Concussion Grenade			"Concussion Grenade"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**	
Grenade	2D10	+15	3	Blast (6), Kill (2)	7	
Gray matte finish. Concussion Special Rule for anyone within 8 Meters of the Grenade's detonation. The Concussion Grenade has a 4-second fuse. Once released, the grenade will detonate at the beginning of the Character's next Turn.					**WEIGHT (KG):**	**0.6**

[UD] [I]	Thermite-A Grenade			"Thermite"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**	
Grenade	1D5	+20	70	Blast (5)	56	
Green Matte finish. Powerful, hot burning material used to melt through even the flooring of a Frigate. Charge (1) Special Rule and lasts for 10 Rounds. **Thermite-A will deal half Damage and Pierce to those within 10 Meters of the Thermite-A Grenade. Cauterize Special Rule.**					**WEIGHT (KG):**	**0.9**

[UD] [I]	Thermobaric High-Explosive Grenade			"Thermobaric Grenade"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**	
Grenade	6D10	+15	15	Blast (3), Kill (3)	59	
Red Matte finish. The Thermobaric has a 4-second fuse. Once released, the grenade will detonate at the beginning of the Character's next Turn.					**WEIGHT (KG):**	**0.5**

[UD] [I]	Smoke Screen Grenade			"Smoke Grenade"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**	
Grenade	--	--	--	Blast (15)	6	
Green Matte finish. The Smoke Grenade has a 4-second fuse. Once released, the grenade will detonate at the beginning of the Character's next Turn. Comes in white, gray, and black hues. No Police cR upcharge. Smoke Grenade (15) Special Rule. Lasts for 7 Rounds before beginning to dissipate.					**WEIGHT (KG):**	**0.5**

[UD] [I]	Smoke Signal Grenade			"Signal Grenade"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**	
Grenade	1D5	--	--	Blast (4) Kill (1)	6	
Yellow Matte finish. The Smoke Grenade has a 4-second fuse. Once released, the grenade releases smoke instantly. Comes in many color choices. No Police cR upcharge. Smoke Grenade (4) Special Rule. The Signal Grenade lasts for 15 Rounds before beginning to dissipate. Raises high into the air, creating an easily visible signal for others.					**WEIGHT (KG):**	**0.5**

[UD] [I]	Flashbang Grenade			“Flashbang”	
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**
Grenade	1D5	--	--	Blast (8)	9
Dark Green Matte finish. The Flashbang Grenade has a 4-second fuse. Once released, the grenade will detonate at the beginning of the Character’s next Turn. Flashbang Special Rule, no Police cR upcharge.				**WEIGHT (KG):**	**0.6**

[UD] [I]	Tear Gas Grenade			“Tear Gas”	
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**
Grenade	1D5	--	--	Blast (9)	12
Orange Matte finish. The Tear Gas Grenade has a 4-second fuse. Once released, the grenade will detonate at the beginning of the Character’s next Turn. Tear Gas Special Rule, No Police cR upcharge.				**WEIGHT (KG):**	**0.5**

[UD] [I]	Light Satchel Door Charge			“Door Charge”	
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**
Satchel Charge	3D10	+4	25	Blast (6), Kill (3)	13
Satchel Charge that explodes outward in one direction, only. Uses powerful adhesive to seal to any surface. Used to blow down doors and holes in walls. Safe to stand behind even during detonation. Blasts outward in a 45-degree cone shape.				**WEIGHT (KG):**	**1.6**

[UD] [I]	Heavy Satchel Door Charge			“Door Charge”	
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**
Satchel Charge	5D10	+8	25	Blast (8), Kill (5)	22
Satchel Charge that explodes outward in one direction, only. Uses powerful adhesive to seal to any surface. Used to blow down doors and holes in walls. Safe to stand behind even during detonation. Blasts outward in a 45-degree cone shape.				**WEIGHT (KG):**	**9**

[UD] [I]	Thermite-A Carbon Cord			“Thermite”	
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**
Demolition	(X)D10	5+(X)	5+(X)	--	46
Thermite Carbon Cord is a 100-Meter-long, one centimeter thick cord that comes with an igniter and a hard-case spool for protection. Used to burn through hulls, doors, and even Covenant metals. For every Meter of cord used, (X) is increased by 1. Can burn underwater.				**WEIGHT (KG):**	**7**

[UD] [I]	C-7 Foaming Explosive			“Sticky Bomb”	
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**
Demolition	2D10	+2 *(X)	10	Blast (7), Kill (4)	33
An expanding foam explosive that creates a powerful adhesive resin. Electrically detonated with included igniter. A can has 10 uses. Beginning at 1, for every use used at once, (X) is increased by 1.				**WEIGHT (KG):**	**1.7**

[UD] [I]	C-12 Shaped Demolitions Charge			“Demo Bomb”	
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**
Demolition	6D10	+9	20	Blast (20), Kill (10)	84
Keypad-armed large explosive device. Comes with an armored Backpack with an Armor Rating of 6. An extremely powerful and large-range explosive that’s adjustable for time-based remote detonation.				**WEIGHT (KG):**	**10**

[UD] [I]	M168 Demolition Charge			“Blow Pack”	
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**
Ordinance	10D10	+10	25	Blast (20), Kill (20)	118
Keypad-armed large explosive device. Comes with an armored Backpack with an Armor Rating of 6. An extremely powerful and large-range explosive that’s adjustable for time-based remote detonation. Creates powerful shockwaves up to 30 Meters. -20 Strength Test if inside Shockwave or take 1D10 Damage that ignores Armor and Toughness and fall Prone.				**WEIGHT (KG):**	**12.3**

[UD] [I]	LOTUS Anti-Tank Mine			“Lotus Mine”	
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**
Landmine	2D10	+20	25	Blast (9), Kill (7)	45
Shaped charge that’s a quarter-meter wide. Able to detonate from proximity and set timers. Can be detonated via proximity even when buried up to a meter deep.				**WEIGHT (KG):**	**5**

[UD] [I]	R/9 Anti-personnel Mine			“T12 Mine”	
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**
Landmine	3D10	+4	15	Blast (12), Kill (1)	34
Shaped charge that’s a quarter-meter wide. Adjustable Proximity detonation range of anywhere from 1 Meter to 12 Meters. Can be set to timed detonation.				**WEIGHT (KG):**	**4.9**

[UD] [I]	Asteroidea Antipersonnel Mine			“Roid Mine”	
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**
Landmine	4D10	+3	25	Blast (8), Kill (2)	36
Shaped charge with pressure triggers. Detonates when the triggers are activated.				**WEIGHT (KG):**	**1.5**

[UD] [I]	Antlion Anti-personnel Mine			“Antlion”	
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**
Landmine	1D10	+15	40	Blast (7), Kill (1)	30
Shaped charge that’s a 1/4th meter wide. Able to detonate from proximity or timer.				**WEIGHT (KG):**	**2.1**

[UD] [I]	T-14 Magnetic Tank mine			“Mag-Mine”	
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**
Landmine	4D10	+25	40	Blast (9), Kill (9)	80
When a vehicle travels over the Mine, it activates a powerful magnet to attach to the vehicle. Can be activated from other heavy metallic objects such as trollies and Mjolnir armor.				**WEIGHT (KG):**	**4.5**

[UD] [I]	T-18 Magnetic Claymore		"Rolling Thunder"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**
Landmine	2D10	+9	45	Blast (4), Kill (1)	94
An explosive with a powerful magnet for proximity detonation. When a vehicle travels over the Mine, it activates and the magnet attaches to the bottom of the vehicle. Can be activated from other heavy metallic objects such as trollies and Mjolnir armor. Handheld and easily thrown.				**WEIGHT (KG):**	**4.5**

MELEE WEAPONRY AND CLOSE COMBAT UTILITIES

[OH] [SD] [PD] [I]	UNSC Close-Quarter Combat Knife				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**
Knife	2D10	Half Strength Modifier +3	Half Strength Modifier +4	--	14
Military knife with 20cm carbon-steel blade. Non-reflective, rust resistant. Weighted for throwing. No Civilian or Police cR upcharge.				**WEIGHT (KG):**	**0.3**

[OH] [SD] [PD] [I]	UNSC Military Combat Kukri				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**
Knife	1D10	Half Strength Modifier +6	Half Strength Modifier +6	--	14
Lengthened Military knife with a 49cm long carbon-steel blade. Non-reflective, carbide coating, rust resistant. No Civilian or Police cR upcharge.				**WEIGHT (KG):**	**0.9**

[OH] [SD] [PD] [I]	UNSC-MP Machete				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**
Knife	2D10	Half Strength Modifier +6	Half Strength Modifier +1	--	14
Military knife with a 30cm blade and a 12cm weighted handle. Non-reflective, carbide coating, rust resistant. No Civilian or Police cR upcharge.				**WEIGHT (KG):**	**0.8**

[OH] [SD] [I]	UNSC Multi-Purpose Tomahawk				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**
Axe	1D10	Strength Modifier +7	Half Strength Modifier +1	--	14
Military Tomahawk with a 30cm head and a 38cm handle. Non-reflective, carbide coating, rust resistant. No Civilian or Police cR upcharge.				**WEIGHT (KG):**	**0.9**

[OH] [BD] [I]	Police Baton				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**
Club	2D10	Strength Modifier +7	--	+1	11
Law Enforcement baton, 91cm in length. Collapsible to 12cm with a spring-loaded mechanism for Quick drawing. No Civilian or Police cR upcharge.				**WEIGHT (KG):**	**1.1**

[OH] [BD] [PD] [I]	Military Shovel				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**
Shovel – Blunt Damage	2D10	Strength Modifier +5	--	--	20
Shovel – Pierce Damage	1D10	Strength Modifier +5	Half Strength Modifier	--	
Sharpened collapsible Military Shovel.				**WEIGHT (KG):**	**1.3**

[OH] [BD] [I]	Brass Knuckles				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**
Melee	1D10	+1	--	--	9
This weapon augments the Character's Punching-based Melee Attacks by adding additional Damage.				**WEIGHT (KG):**	**0.8**

[OH] [BD] [I]	Humbler Stun Device				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**
Club	1D10	Strength Modifier +4	--	--	18
Electrified baton 51cm in length. Electrified Special Rule. Glows a purple color, easily seen in dark lighting. No Civilian or Police cR upcharge.				**WEIGHT (KG):**	**1.5**

[OH] [I]	Pepper Spray		Auto (1)		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**
Spray	--	--	--	1m-10m	12
Used to disable opponents. Pepper Spray Special Rule when sprayed in the face. No Police and Civilian upcharge. Holds 20 uses. Check Equipment Section for more information.				**WEIGHT (KG):**	**0.4**

[OH] [I]	Taser Gun		Semi Auto (1)		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**
Taser	1D5	+1	1	2m-12m	14
Sticky Special Rule and Electrified Special Rule. Uses Warfare Melee when Melee Range and uses Warfare Range when being used as a projectile. No Police or Civilian upcharge.				**WEIGHT (KG):**	**0.2**

[TH*] [BD]	Spartan Shield				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**
Club	2D10	Strength Modifier +8	--	+1	30
A powerful shield that has 300 Break Points and gives an 18 Armor for extra protection. For every 20 Break Points lost, the Shield has 1 less Armor. This 2.5-Meter-long shield can protect the Arm using the Shield, alongside three connecting or nearby Body Locations. For example, the arms, body, and head. Or the arms, legs, and body. It cannot protect the arms, head, and legs, as the body does not work this way. Slow Special Rule. *Spartans may wield this as a [OH] weapon only when in Mjolnir.				**WEIGHT (KG):**	**19.1**

VEHICLE WEAPONRY

CANNONS

	M310 120mm Smooth-Bore High-Velocity Cannon			Auto (1)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Cannon	5D10	+15	25	12	100m-8,000m	120mm APBC Shell	445	Vehicle Specified
Primary Armament of the UNSC M850 Grizzly Main Battle Tank. Autoloader stores 24 shells. Blast (12), Kill (3).							**WEIGHT (KG):**	--

	M149 Magellan Recoilless Rifle			Auto (1)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Cannon	4D10	+13	26	13	250m-5,500m	105mm APBC Shell	325	Vehicle Specified
Primary Armament of the UNSC Mark 1 Prototype. Autoloader stores 40 shells. Blast (9), Kill (2).							**WEIGHT (KG):**	--

	M512 90mm Smooth-Bore High-Velocity Cannon			Auto (1)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Cannon	4D10	+10	28	15	250m-4,000m	90mm APBC Shell	240	Vehicle Specified
Primary Armament of the UNSC M808 Scorpion Main Battle Tank. Autoloader stores 40 shells. Blast (9), Kill (2).							**WEIGHT (KG):**	--

	M990 150mm Electrothermal-Chemical Smooth-Bore Cannon			Auto (1)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Cannon	6D10	+20	15	15	250m-7,500m	150mm APBC Shell	473	Vehicle Specified
Primary Armament of the UNSC M820 Scorpion Main Battle Tank. Autoloader stores 20 shells. Blast (13), Kill (3).							**WEIGHT (KG):**	--

	Zeus 320mm Plasma Cannon			Charge (2)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Cannon	6D10	+20	24	40	500m-12,000m	UNSC Battery Cell	249	Vehicle Specified
Primary Armament of the UNSC M-45D Rhino Mobile Artillery Assault Platform. Cauterize Special Rule. Blast (15), Kill (5). Holds 40 UNSC Battery Cells. A single shot will reduce one cell to empty.							**WEIGHT (KG):**	--

AUTOCANNONS

	M197 Artillery Cannon			Auto (1)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**BELT**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	4D10	+22	14	100	1,000m-25,000m	175mm Shell	1,312	Vehicle Specified
Cannot fire less than 500 Meters. Blast (5), Kill (3). Range is limited to 500m-2,500m without Satellite Telemetry.							**WEIGHT (KG):**	--

	120mm Ventral Gun			Auto (4)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**BELT**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	3D10	+18	14	100	500m-3,000m	120mm Shell	210	Vehicle Specified
Secondary Armament of the UNSC GA-TL1 Longsword Interceptor.							**WEIGHT (KG):**	--

	110mm Rotary Cannon			Auto (4)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**BELT**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	3D10	+17	14	100	500m-3,000m	110mm Shell	198	Vehicle Specified
Secondary Armament of the UNSC GA-LT1 Longsword Interceptor.							**WEIGHT (KG):**	--

	M370m Autocannon			Auto (7)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**BELT**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	3D10	+15	14	250	100m-1,200mm	70mm Shell	139	Vehicle Specified
Primary Armament of the UNSC D77-Troop Carrier Pelican Dropship.							**WEIGHT (KG):**	--

	GAU/53 70mm MBHRC			Semi-Auto (2)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**BELT**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	3D10	+15	14	100	100m-1,200mm	70mm Shell	100	Vehicle Specified
Primary Armament of the UNSC D79 Heavy-Troop Carrier Pelican Dropship.							**WEIGHT (KG):**	--

	M1909 ASW/AC 50mm Machine-Linked Autocannon			Auto (7)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**BELT**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	3D10	+18	15	250	100m-4,500m	50x419mm	312	Vehicle Specified
Secondary Armament of the UNSC GA-TL1 Longsword Interceptor.							**WEIGHT (KG):**	--

	40mm Chain Gun			Auto (5)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**BELT**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	3D10	+14	16	400	275m-3,000m	40mm Shell	341	Vehicle Specified
Primary Armament of the UNSC D77 Pelican.							**WEIGHT (KG):**	--

	M400 40mm Autocannon			Burst (2)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**BELT**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	3D10	+14	16	250	100m-4,500m	40mm Shell	304	Vehicle Specified
							WEIGHT (KG):	--

	M410 40mm Heavy Machine Gun			Auto (5)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**BELT**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	3D10	+14	16	400	150m-4,500m	40mm Shell	341	Vehicle Specified
Primary Armament of the UNSC M808B2 Sun Devil Main Battle Tank.							**WEIGHT (KG):**	--

	M1075 ASW/AC 35mm Machine-Linked Autocannon			Auto (9)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**BELT**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	3D10	+13	16	250	150m-4,500m	35x227mm	305	Vehicle Specified
Primary Armament of the UNSC F-41 Broadsword Multirole Strike Fighter.							**WEIGHT (KG):**	--

	GAU-23/AW/Linkless Feed Autocannon			Auto (8)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**BELT**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	3D10	+8	19	250	50m-1,850m	20x102mm	171	Vehicle Specified
Primary Armament of the UNSC AV-22 Sparrowhawk Attack VTOL, AV-14 Hornet, and AC-220 Vulture Gunship.							**WEIGHT (KG):**	--

	M955 ASW/AC 30mm Machine-Linked Autocannon			Auto (7)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**BELT**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	3D10	+10	17	500	500m-3,000m	30x173mm	291	Vehicle Specified
Secondary Armament of the UNSC B-65 Shortsword Long-Range Bomber.							**WEIGHT (KG):**	--

	M1024 ASW/AC 30mm Machine-Linked Autocannon			Auto (7)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**BELT**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	3D10	+10	17	500	500m-3,200m	30x173mm	301	Vehicle Specified
Secondary Armament of the UNSC B-65 Shortsword Long-Range Bomber.							**WEIGHT (KG):**	--

	GAU-10/A Heavy Autocannon			Auto (6) or Semi (2)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**BELT**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	3D10	+10	17	250	15m-800m	30x173mm	120	Vehicle Specified
Primary Armament of the UNSC Kestrel.							**WEIGHT (KG):**	--

	M71 Anti-Aircraft Gun			Auto (20)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**BELT**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	3D10	+8	19	1,000	500m-8,000m	20x102mm	672	Vehicle Specified
Vehicle Lock Special Rule for flying vehicles. Cannot fire lower than a 15-degree angle. Automated Turret controlled by a Dumb AI, considered to have a 70 Warfare Range and 80 Perception.							**WEIGHT (KG):**	--

	T261 Lucifer Gatling Gun			Auto (12)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**BELT**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	3D10	+8	19	800	50m-1,500m	20x102mm	293	Vehicle Specified
Arm-mounted cannon on the experimental HRUNTING/YGGDRASIL Mark I Prototype Armor Defense System.							**WEIGHT (KG):**	--

	M655 Heavy Machine Gun			Auto (8)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**BELT**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	3D10	+8	19	250	25m-600m	20x102mm	109	Vehicle Specified
Primary Armament of the UNSC Mantis HRUNTING/YGGDRASIL Mark IX Armor Defense System.							**WEIGHT (KG):**	--

	M638 Autocannon			Burst (5)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**BELT**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	3D10	+8	19	250	50m-1,800m	20x102mm	170	Vehicle Specified
Primary Armament of the UNSC UH-144 Falcon Troop Transport.							**WEIGHT (KG):**	--

	M41 Vulcan Light Anti-Aircraft Gun			Auto (8)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**BELT**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	3D10	+7	18	250	50m-1,800m	12.7x99mm	168	Vehicle Specified
Primary Armament of the Warthog. Shield on front with an Armor of 11 that protects the arms, head, and chest sub-locations.							**WEIGHT (KG):**	--

	M46 Vulcan Light Anti-Aircraft Gun			Auto (8)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**BELT**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	3D10	+7	18	250	50m-2,000m	12.7x99mm	174	Vehicle Specified
Primary Armament of the Warthog. Shield on front with an Armor of 11 that protects the arms, head, and chest sub-locations.							**WEIGHT (KG):**	--

	M202XP Machine Gun			Auto (18)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**BELT**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	3D10	+7	18	1,000	25m-1,200m	12.7x99mm	331	Vehicle Specified
Cannot fire lower than a 15-degree angle. Automated Turret controlled by a Dumb AI, considered to have a 50 Warfare Range and 60 Perception. The M202XP is four linked machine gun autocannons into a conjoined, powerful turret.							**WEIGHT (KG):**	--

	Wolf Spider M8 Automated Defense System			Auto (12)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**BELT**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	3D10	+7	18	1,000	25m-1,200m	12.7x99mm	327	Vehicle Specified
Powerful automated turret controlled by a Dumb AI. Considered to have a 60 Warfare Range and an 80 Perception.							**WEIGHT (KG):**	--

	Twin-Linked Rotary Cannon			Auto (5)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**BELT**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	3D10	+7	18	1,000	500m-3,000m	12.7x99mm	109	Vehicle Specified
Primary Armament of the UNSC AV-14 Hornet.							**WEIGHT (KG):**	--

[HW] [TH] [UD]	M231 Heavy Machine Gun			Auto (13)		"247"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**BELT**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Heavy Machine Gun	4D10	+4	11	600	40m-1,300m	12.7x99mm	170	15
Air-Cooled, Gas-operated, electrically fired.							**WEIGHT (KG):**	**19.8**

RAILGUNS AND ENERGY WEAPONS

	M66 30MM Light Railgun			Charge (1)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Railgun	4D10	+15	25	25	400m-8,000m	30mm ELA Round	433	Vehicle Specified
Secondary Armament of the UNSC SP42 Cobra Main Battle Tank. Kinetic Special Rule. Blast (4), Kill (2).							**WEIGHT (KG):**	--

	M98 105MM Railgun			Charge (2)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Railgun	5D10	+16	25	25	400m-8,000m	105mm ELA Round	442	Vehicle Specified
Primary Armament of the UNSC SP42 Cobra Main Battle Tank. Kinetic Special Rule. Has two firing modes; Piercing and Blast. Piercing gains +12 Damage, while Blast gains Blast (5), Kill (3).							**WEIGHT (KG):**	--

	M8C Grindell/Heavy Galilean Nonlinear Rifle			Charge (1) Sustained (2)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Energy	6D10	+18	35	20	400m-8,000m	Grindell Battery	490	Vehicle Specified
Primary Armament of the Hannibal Scorpion. Carries 10 Batteries, each able to fire 2 shots. Dice Minimum (5) Special Rule. Blast (4).							**WEIGHT (KG):**	--

	M68 Asynchronous Linear-Induction Motor			Semi-Auto (1)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Energy	4D10	+10	27	200	30m-7,000m	25x130mm Slug	420	Vehicle Specified
Primary armament of the UNSC Warthog. Kinetic Special Rule. Built-in WYRD III 2x Smartlink. Recharge (1). Kill (2)							**WEIGHT (KG):**	--

	M555 Asynchronous Linear-Induction Motor			Semi--Auto (1)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Energy	4D10	+12	29	200	30m-7,000m	25x130mm Slug	454	Vehicle Specified
Primary armament of the UNSC Warthog. Kinetic Special Rule. Built-in WYRD III 2x Smartlink. Recharge (1). Kill (2)							**WEIGHT (KG):**	--

	M72 Asynchronous Linear-Induction Repeater			Burst (3)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Energy	3D10	+10	27	200	30m-7,000m	25x130mm Slug	420	Vehicle Specified
Primary armament of the Hannibal Wasp. Kinetic Special Rule. Charge (1) Recharge (2). Kill (1)							**WEIGHT (KG):**	--

	M369 90mm SBHVC/DM Cannon			Charge (1)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Railgun	5D10	+10	20	30	400m-8,000m	16x65mm M645	425	Vehicle Specified
Secondary Armament of the UNSC G79 Pelican Heavy-Troop Carrier/Mobile Armory Gunship. Recharge (1).							**WEIGHT (KG):**	--

	X23 Non-Nuclear Electromagnetic Pulse Cannon			Charge (3)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Energy	5D10	+10	35	20	400m-1,500m	UNSC Battery Cell	397	Vehicle Specified
Kinetic Special Rule. Does no damage against Organic/Biological creatures and Characters. Penetrating and EMP (10) Special Rule.							**WEIGHT (KG):**	--

	Magnetic Accelerator Cannon Mark 2547			Charge (X)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Energy	(X)D10	10*(X)	1,000	1	400m-2,000,000m	35cm HRG	100,000	Vehicle Specified
Dice Minimum (5). (X) is the rounds Charged. (X) cannot go higher than 25. Penetrating Special Rule. Blast (X). Recharge (5)							**WEIGHT (KG):**	--

ROCKET LAUNCHERS

	Scimitar 4x178mm Rocket Pod			Burst (2)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Rocket Launcher	5D10	+9	14	4	200m-3,000m	178mm Rocket	198	Vehicle Specified
Primary Armament of the UNSC M808B3 Tarantula Main Battle Tank. Autoloader holds 40 Rockets. Blast (20), Kill (2). Homing Special Rule.							**WEIGHT (KG):**	--

	102mm Shaped Charge-High Explosive Rocket Turret			Burst (3)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Rocket Launcher	4D10	+12	8	3	250m-2,200m	102mm Rocket	150	Vehicle Specified
Primary Armament of the UNSC Warthog Light Anti-Armor Vehicle. Autoloader holds 30 Rockets. Blast (9), Kill (3). Homing Special Rule.							**WEIGHT (KG):**	--

	M79 Multiple Launch Rocket System			Burst (3)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Rocket Launcher	3D10	+10	18	6	150m-3,800m	65mm Rocket	223	Vehicle Specified
Vehicle Lock Special Rule against Aerial vehicles. Autoloader holds 42 Rockets. Blast (6), Kill (2). Homing Special Rule.							**WEIGHT (KG):**	--

	M80B Multiple Launch Rocket System			Burst (4)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Rocket Launcher	3D10	+10	18	8	150m-3,800m	65mm Rocket	223	Vehicle Specified
Vehicle Lock Special Rule against Aerial vehicles. Autoloader holds 42 Rockets. Blast (6), Kill (2). Homing Special Rule.							**WEIGHT (KG):**	--

	M260 Multiple Launch Rocket System			Burst (3)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Missile Launcher	3D10	+10	18	6	150m-4,800m	Argent V Missile	295	Vehicle Specified
Primary Armament of the UNSC M9 Wolverine Anti-Aircraft Tank. Vehicle Lock Special Rule against Aerial vehicles. Autoloader holds 40 Missiles. Blast (10), Kill (2). Homing Special Rule.							**WEIGHT (KG):**	--

MISSILE LAUNCHERS

	M302 Rocket Pod			Auto (3)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Missile Launcher	3D10	+10	18	6	250m-3,800m	Argent V Missile	226	Vehicle Specified
Primary Armament of the UNSC Kestrel. Autoloader holds 30 Missiles. Blast (10), Kill (2). Homing Special Rule.							**WEIGHT (KG):**	--

	LUA-1810/SGM-151			Auto (4)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Missile Launcher	4D10	+7	7	6	250m-4,800m	ASGM-4 Missile	282	Vehicle Specified
UNSC Surface-to-Air Missile Launcher on the experimental HRUNTING/YGGDRASIL Mark I Prototype Armor Defense System. Autoloader holds 24 Missiles. Blast (7), Kill (4). Homing Special Rule.							**WEIGHT (KG):**	--

	M5920 Surface-to-Surface Missile Launcher			Auto (4)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Missile Launcher	3D10	+7	10	8	250m-1,000m	M19 102mm	138	Vehicle Specified
Secondary Armament of the UNSC Mantis HRUNTING/YGGDRASIL Mark IX Armor Defense System. Autoloader holds 36 Missiles. Blast (9), Kill (3) Homing Special Rule.							**WEIGHT (KG):**	--

	Class-2 Guided Munitions Launch System			Auto (1)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Missile Launcher	4D10	+7	7	8	250m-1,300m	ASGM-4 Missile	100	Vehicle Specified
Secondary Armament of the UNSC AV-14 Hornet Attack VTOL. Autoloader holds 36 Missiles. Homing Special Rule. Blast (7), Kill (4). Homing Special Rule.							**WEIGHT (KG):**	--

	M95 Lance			Auto (6)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Missile Launcher	4D10	+7	7	8	250m-1,300m	ASGM-4 Missile	147	Vehicle Specified
Primary Armament of the UNSC Kestrel. Autoloader holds 30 Missiles. Vehicle Lock Special Rule. Blast (10), Kill (2). Homing Special Rule.							**WEIGHT (KG):**	--

	Anvil-II Air-To-Surface Missile Pod			Auto (1)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Missile Launcher	2D10	+12	14	1	275m-4,000m	ANVIL-II ASM	254	Vehicle Specified
Secondary Armament of the UNSC D77 Pelican. Autoloader holds 40 Missiles. Blast (18), Kill (3). Homing Special Rule.							**WEIGHT (KG):**	--

	A-74 Sylver Vertical Missile Launcher			Auto (1)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Missile Launcher	2D10	+14	15	1	250m-4,450m	ANVIL-IV ASM	305	Vehicle Specified
Secondary Armament of the UNSC AC-220 Vulture Gunship. Homing Special Rule. Autoloader holds 40 Missiles. Blast (20), Kill (2). Homing Special Rule.							**WEIGHT (KG):**	--

	ST/Medusa Missile Launch System			Auto (4)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Missile Launcher	2D10	+10	14	4	250m-3,500m	90mm Medusa	208	Vehicle Specified
Secondary Armament of the UNSC YSS-1000 Sabre Interceptor. Autoloader holds 50 Missiles. Ineffective against energy shields, dealing only half Damage to Energy Shields. Blast (10), Kill (3). Homing Special Rule.							**WEIGHT (KG):**	--

	M6088 ST/Medusa Missile Platform			Auto (2)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Missile Launcher	2D10	+10	14	6	250m-3,500m	90mm Medusa	207	Vehicle Specified
Secondary Armament of the UNSC F-41 Broadsword. Autoloader holds 50 Missiles. Ineffective against energy shields, dealing only half Damage to Energy Shields. Blast (10), Kill (3). Homing Special Rule.							**WEIGHT (KG):**	--

	Automatic Self-Guided Missile Delivery System			Auto (3)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Missile Launcher	4D10	+9	10	30	250m-1,300m	ASGM-10 Missile	186	Vehicle Specified
Primary Armament of the UNSC GA-TL1 Longsword Interceptor. Autoloader holds 60 Missiles. Blast (10), Kill (7). Homing Special Rule.							**WEIGHT (KG):**	--

	Lancet Micro-Missile			Auto (1)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Missile Launcher	2D10	+9	11	1	250m-1,000m	Lancet Micro	73	Vehicle Specified
Primary Armament of the UNSC ARGUS Unmanned Aerial Drone. Autoloader holds 14 Missiles. Blast (4), Kill (1). Homing Special Rule.							**WEIGHT (KG):**	--

	Scorpion Anti-Tank Missile			Auto (1)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Missile Launcher	7D10	+12	20	1	300m-6,000m	Scorpion Missile	336	Vehicle Specified
Incredibly powerful UNSC Air-to-Ground Anti-Tank Missile. Secondary Armament of the UNSC Skyhawk Fighter. Autoloader holds 1 Missile. Blast (5), Kill (3). Homing Special Rule.							**WEIGHT (KG):**	--

GRENADE LAUNCHERS

	XM511 Heavy Grenade Launcher			Semi-Auto (2)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**BELT**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Grenade Launcher	5D10	+7	5	250	100m-650m	40mm Grenade	164	Vehicle Specified
Secondary Armament of the UNSC M9 Wolverine Anti-Aircraft Tank. Airburst Capable. Homing Special Rule. Blast (9), Kill (5). Cannot be detonated within 10 Meters of the weapon used to fire the Grenade.							**WEIGHT (KG):**	**19.6**

	M460 Automatic Grenade Launcher			Automatic (4)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Grenade Launcher	4D10	+7	5	14	100m-650m	40mm Grenade	163	Vehicle Specified
Secondary Armament of the UNSC M1 Cyclops Walker. Blast (9), Kill (5). Cannot be detonated within 10 Meters of the weapon used to fire the Grenade.							**WEIGHT (KG):**	**12.7**

	M454 Ion Bomb Launcher			Burst (2)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Grenade Launcher	3D10	+6	12	120	100m-650m	40mm Grenade	145	Vehicle Specified
Secondary Armament of the UNSC Hannibal Wasp. Blast (6), Kill (2). Charge (1), Recharge (3). Homing Special Rule. Cannot be detonated within 10 Meters of the weapon used to fire the Grenade.							**WEIGHT (KG):**	**12.7**

FLAMETHROWERS

	NA6 Defoliant Projector			Sustained (6)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Defoliant Projector	3D10	+7	16	60	10m-40m	Pyrosene-V	200	Flamethrower
Fires a sticky flammable set of chemicals that are then ignited. Flame (1D5) Special Rule. Cauterize Special Rule. Releases a 45-degree cone of fire that hits multiple targets. Point Blank Attacks with a Flamethrower causes the User to hit themselves with the Attack, as well.							**WEIGHT (KG):**	**150.5**

ORDNANCE EXPLOSIVES

[UD] [I]	**Mark 208 Carpet Bomb**			**"Carpet Bomb"**		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**	
Ordinance	8D10	+10	18	Blast (X), Kill (X)	95	
A carpet bomb that drops in large clusters. Blast (X) is +10 Meters for each bomb in the cluster that was dropped, while Kill (X) is +5 Meter for each bomb.					**WEIGHT (KG):**	**7.9**

SPECIAL/OTHER

[HW] [TH] [UD]	**M343A3 Needler Heavy Machine Gun**			**Auto (9)**		**"343A-N"**		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**BELT**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Heavy Machine Gun	4D10	+3	10	200	40m-1,400m	12.7x99mm	189	Heavy Machine Gun
Has a Shield that gives +6 Armor from Attacks that would hit Chest, Arms, and Head of the user. Needler (5) Special Rule.							**WEIGHT (KG):**	**20**

	Pulse Laser			Sustained (2)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**BELT**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Energy	3D10	+14	11	100	100m-2,000m	Ionized Particles	148	Vehicle Specified
Secondary Armament of the UNSC G81 Condor. Hard Light Special Rule.							**WEIGHT (KG):**	**192.2**

PURCHASING AMMUNITION

PURCHASING AMMUNITION

When purchasing Ammunition, the Player spends the displayed Price, and gains the amount of ammunition shown for the price given.

SPECIALIZED AMMUNITION

Many weapons have the ability to allow for customized ammunition to be used with them. You can find the prices of ammunition in the table below. These prices may also be modified by the Customization options listed on the next pages of the book.

You may select as many Customization options as you can fit, as long as it correctly follows the Compatibility shown.

Any Specialized Ammo labeled with Compatibility of "Any" will work with any other Ammo type unless it is listed as "None." Any Specialized Ammo Compatibility listed as "None" cannot work with any other Ammo types.

14.5X114mm, SHOTGUN ROUNDS, AND FLAMETHROWER FUEL

These three ammunition types have their own Specialized Ammunition tables and cannot use any other table listed.

CUSTOM AMMO COMPATABILITY

Custom ammunition has limitations with what can be made. A customization option must share a compatibility with another customization option for them to be mixed. For example, Armor Piercing cannot be taken with Rubber Rounds.

40mm GRENADES

The 40mm Grenade list aren't modifiers or customization options. These entries are each their own type of 40mm Grenade, and gives the statistics for each possible choice.

AMMUNITION	PRICE	AMMUNITION	PRICE
.390 Cal	1 cR per 25 Rounds	Argent V Missile	35 cR per 10 Missiles
5x23mm	1 cR per 30 Rounds	ASGM-4 Missile	55 cR per 10 Missiles
10mm Auto	1 cR per 25 Rounds	ASGM-10 Missile	70 cR per 10 Missiles
12.7x40mm	1 cR per 20 Rounds	M19 102mm Missile	35 cR per 10 Missiles
9.5x40mm	1 cR per 25 Rounds	M18 100mm Missile	35 cR per 10 Missiles
8mm Round	1 cR per 25 Rounds	50x137mm HEAB	25 cR per 10 Missiles
7.62x51mm	1 cR per 25 Rounds	Lancet Missile	20 cR per 5 Missiles
8 Gauge Shell	1 cR per 15 Shells	Scorpion Missile	30 cR per 10 Missiles
12 Gauge Shell	1 cR per 15 Shells	90mm Medusa Missile	35 cR per 10 Missiles
14.5x114mm	1 cR per 10 Rounds	ANVIL-II ATS Missile	50 cR per 10 Missiles
12.7x99mm	1 cR per 20 Rounds	ANVIL-IV ASM Missile	50 cR per 10 Missiles
20x102mm	10 cR per 100 Rounds	65mm Rocket	35 cR per 10 Rockets
30x173mm	12 cR per 100 Rounds	102mm Rocket	50 cR per 10 Rockets
35x227mm	16 cR per 100 Rounds	178mm Rocket	65 cR per 10 Rockets
40mm Shell	19 cR per 100 Rounds	40x53mm Grenade	10 cR per 5 Grenades
50x419mm	22 cR per 100 Rounds	35cm HRG	1,000 cR per 10 Shells
70mm Shell	25 cR per 100 Rounds	16x65mm M645	50 cR per 10 Slugs
105mm Shell	27 cR per 100 Rounds	25x130mm Slug	60 cR per 10 Slugs
110mm Shell	29 cR per 100 Rounds	5.4mm Gauss Slug	70 cR per 10 Slugs
120mm Shell	32 cR per 100 Rounds	UNSC Battery Cell	10 cR per Battery
175mm Shell	40 cR per 100 Rounds	Grindell Battery	20 cR per Battery
120mm APBC Shell	60 cR per 10 Shells	90mm APBC Shell	50 cR per 10 Shells
M9030 12cm	1 cR per 10 Grenades	150mm APBC Shell	70 cR per 10 Shells
Narq Dart	1 cR per 20 Darts		

SPECIALIZED AMMUNITION

STANDARD AMMUNITION CUSTOMIZATION OPTOINS					
AMMUNITION	**DAMAGE**	**PIERCE**	**COMPATIBILITY**	**ABILITY**	**PRICE**
Armor Piercing (AP)	**--**	**+4**	HE, IN, HV, HYV		**+12 cR per**
High-Explosive (HE)	**+1D10**	**-5**	AP, IN, HV, HYV		**+9 cR per**
Shredder (JHP)	**+6**	**-9**	HV, HYV	Roll an extra 1D10 on Special Damage on Crits.	**+12 cR per**
Soft Point (JSP)	**+5**	**-8**	HV, HYV		**+5 cR per**
Incendiary (INs)	**-2**	**-1**	AP, HE, SAP, HV, HYV	Flame(1D5)	**+7 cR per**
High Velocity (HV)	**+5**	**+5**	All except HYV and CL	+10 to Perception Tests to spot this weapon fire.	**+20 cR per**
Hyper Velocity (HYV)	**+10**	**+10**	All except HV and CL	+30 to Perception Tests to spot this weapon fire.	**+40 cR per**
Stun Round (STRD)	**-15**	**0**	None	Stun (1) Special Rule and Nonlethal Special Rule.	**+2 cR per**
Tracer	**--**	**--**	AP, HE, SLAP, SAP, IN, HV, HYV	All shooters firing at a target hit with tracers within the same Round get a +10 bonus To-Hit. If the Target can see the Tracer Fire, they gain a +10 Bonus to Evasion for that Attack.	**+5 cR per**
Saboted Light Armor Penetrator (SLAP)	**-3**	**+8**	HV, HYV		**+10 cR per**
Semi-Armor Piercing (SAP)	**-1**	**+3**	HE, Tracer, IN, HV, HYV		**+9 cR per**
Cold Load	**-2**	**-2**	All except HV and HYV	When used with suppressor, -20 Perception Tests to hear weapon firing.	**+5 cR per**
Rubber Rounds (RR)	**0**	**0**	None	When hit, character must make a +10 Toughness Test or gain +1 Fatigue. Nonlethal Special Rule.	**+0 cR per**
Match Grade (MG)	**--**	**--**	All	Match Grade gives a 25% increase to the Weapon's Range.	**+15 cR per**

SHOTGUN ROUNDS					1 cR per 15
AMMUNITION	**DAMAGE**	**PIERCE**	**COMPATIBILITY**	**ABILITY**	**PRICE**
Slug (SL)	**+10**	**-5**	None	Penetrating Special Rule, removes Spread Special Rule.	**+3 cR per**
Shot (ST)	**-0**	**-0**	All Shot Shells	Standard Shell for Shotguns. Spread Special	**+0 cR per**
Flechette Shot (FL)	**-4**	**+8**	All Shot Shells	Spread Special	**+4 cR per**
Birdshot (BS)	**-3**	**-3**	All Shot Shells	Spread Special Rule, +10 Bonus To Hit.	**+5 cR per**
BOLO (BO)	**-5**	**-10**	None	Roll +4D10 Special Damage	**+5 cR per**
Fragmentation Slug (FRS)	**+1D10**	**-1**	None	Blast (2), removes Spread Special Rule.	**+7 cR per**
Fragmentation Shot (FRST)	**-1**	**-5**	All Shot Shells	Spread, Blast (1) on any Character or surface impacted.	**+6 cR per**
Breaching Round (BCR)	**+5**	**+3**	All Shot Shells	Halves the range of the weapon.	**+3 cR per**
Incendiary Shot (INST)	**-3**	**-2**	All Shot Shells	Spread Special Rule, Flame(1D5)	**+4 cR per**
Incendiary Slug (INS)	**-3**	**-3**	None	Removes Spread Special Rule, Flame (1D10)	**+6 cR per**
Taser (TZ)	**-5**	**-1**	RR	Electrified Special Rule	**+8 cR per**
Rubber Rounds (RR)	**--**	**0**	TZ	When hit, the Opponent must make a Toughness Test or gain a Fatigue. For every one that hits, the test gains a -10 Penalty. * **Roll one less 1D10 on Damage Roll**	**+0 cR per**
Magnum Slug (MN)	**+5**	**+5**	None	Penetrating Special Rule, removes Spread Special Rule.	**+20 cR per**

Flamethrower Fuels (Tank is full 'MAG' of Flamethrower)				5 cR per Tank
AMMUNITION	**DAMAGE**	**PIERCE**	**ABILITY**	**PRICE**
Pyrosene-V	**--**	**--**	Standard UNSC Flamethrower fuel	**+0 cR per**
Napalm Defoliant	**+4**	**-6**	Beginning at -30 for the first test, each consecutive Agility Test to put out the fire will get a +10 until this penalty reaches 0.	**+20 cR per**
Nitrace-Ether Defoliant	**-5**	**-4**	+20 meters Range	**+2 cR per**
White Diamond Defoliant	**(X)**	**--**	Halves usable range of the Flamethrower, but sprays White Phosphorous, dealing double the Base Damage.	**+50 cR per**

14.5x114mm					1 cR per 10
AMMUNITION	DAMAGE	PIERCE	COMPATIBILITY	ABILITY	PRICE
Armor Piercing (AP)	--	+7	HE, HV, MG		+17 cR per
High-Explosive (HE)	+1D10	-9	AP, HV, MG	Blast (1)	+10 cR per
Armor Piercing Fin-Stabilized Discarding Sabot (Sabot)	-3	+9	HV, MG	+10 To-Hit. Round is given a jacket that stabilizes trajectory. Sabot is shed mid-flight.	+10 cR per
Shredder (JHP)	+12	Halved	HV	Roll an extra 1D10 on Special Damage on Crits.	+35 cR per
High Velocity (HV)	+5	+5	All except HYV, CL	A powerful, loud round. Gives +10 to Perception Checks to hear the weapon. Gives +5 to Perception Checks to spot the weapon firing.	+15 cR per
Hyper Velocity (HYV)	+10	+10	All except HV, CL	A powerful, loud round. Gives +20 to Visual and Hearing Perception Checks to hear the weapon.	40 cR per
Cold Load (CL)	-5	-5	All except HV, HYV	When used with suppressor, -20 Perception Checks to detect weapon.	+6 cR per
Tracer	-0	-0	All	All shooters firing at a target hit with tracers within the same Round get a +10 bonus To-Hit. If the Target is able to see the Tracer Fire, they gain a +5 Bonus to Evasion for that Attack.	+10 cR per
Grappling Round (GR)	-12	+6	None	Allows the user to place a long harpoon shaft into the barrel in order to fire it off with an attached 200 Meter nanotube ripe. The Grappling Round is able to attach to any surface the Attack pierces. To load this Round, you must remove the Magazine and then load in the Grappling Round from the weapon's Barrel. This takes one Half Action.	+50 cR per
Match Grade (MG)	--	--	All	Match Grade gives a 25% increase to the Weapon's Range.	+15 cR per

40MM GRENADES				2 cR for 1
AMMUNITION	DAMAGE	PIERCE	SPECIAL BENEFIT	PRICE
Fragmentation	--	--	This is the standard Grenade. Weapon profiles dictate the damage.	Standard
Smoke	1D5+4	1	Covers a diameter of 15 meters in thick smoke.	+0 cR per
Buckshot Canister	3D10+5	20	Spread Special Rule, Range reduced to15m-40m.	+1 cR per
Slug Canister	4D10+10	25	Acts as a shotgun slug, Range reduced to 25m-45m.	+1 cR per
Incendiary	1D5+1	1	Blast (15) Kill (5) Flame(1D10)	+2 cR per
Thermobaric	6D10+15	15	Blast (3) Kill (3)	+50 cR per
Flashbang	1D5+4	1	Flashbang, but with Blast (25) Kill (3)	+0 cR per
Parachute Flare	1D10	--	A Flare that falls very slowly, supported by a small parachute. Flame (1D5) The Parachute Flare stays in the air for (X) Rounds, where (X) is how many Meters from the Ground it is.	+0 cR per
Infrared Illuminator	1D5+1	1	Provides Infrared Illumination	+1 cR per
Tear Gas	1D5+1	1	Blast (25) Kill (1) Tear Gas	+1 cR per
EMP-G	--	--	Improves upon standard 40mm Grenade. EMP (3) Special Rule.	+20 cR per
Thermite Canister	1D5+20	70	Powerful, hot burning material used to melt through even the flooring of a Frigate. Charge (1) Special Rule and lasts for 10 Rounds. Thermite-A will deal half Damage and Pierce to those within 10 Meters of the Thermite-A Grenade. Cauterize Special Rule.	+150 cR per

MISSILES AND ROCKETS					
AMMUNITION	DAMAGE	PIERCE	COMPATIBILITY	ABILITY	PRICE
HEAT	--	--	--	This is the standard Explosive. Weapon profiles dictate the damage.	--
High-Velocity	--	--	Any	Increases the launcher's Close Range by 25%.	+12
High-Explosive	+10	-10	Any	Increases Blast and Kill Radius by 3.	+20
Fragmentation	+1D10	-10	High-Explosive	Increases Blast Radius by 7.	+10
Sabot Charge	-15	+20	Any	Reduces Blast and Kill Radius by half, to a minimum of 1.	+25
Incendiary	-1D10	-10	--	Catches anything within Blast Radius on fire with Flame (2D10).	+30
Thermite	--	+20	--	Blast Special Rule lasts for 5 Rounds. Cauterize Special Rule.	+30
Thermobaric	+3D10	-10	--	Increases Blast and Kill Radius by 10.	+45

HUMAN EQUIPMENT AND ATTACHMENTS

Equipment is considered to have the [I] Insurrectionist Tag, unless specified otherwise. Any piece of Equipment with the [U] Tag does not have a cR Upcharge for Civilian and Police Soldier Types.

WEAPON ATTACHMENTS AND MODIFICATIONS

EQUIPMENT	BENEFITS	TYPE	Mount	Restriction	WEIGHT	cR
[U] Red Dot Sight	A non-magnifying 1x sight for firearms. Uses an illuminated red dot on a transparent screen for close-combat and quick aiming. Smartlink compatible.	Optic	Upper, Side	None	0.1	8
[U] Holoscope	A Post-War 1x holographic scope. It is projected when the Character makes an Aiming Action. Takes up minimal space on the Rail it is mounted to, allowing for another item to be mounted. This can only be taken after 2557.	Optic	Upper, Side	None	0.1	30
CQB Sight	A Smartlink-modified non-magnifying 1x sight. Gains a +5 Bonus To-Hit when using Smartlink alongside it in Close Combat.	Optic	Upper, Side	None	0.1	16
Holographic Scope	A 1x/2x modular holographic scope sight. Uses an illuminated red dot that is projected onto a 1x/2x modular scope. The red dot is only illuminated during aiming actions.	Optic, Smartlink	Upper, Side	None	0.1	20
WYRD III 2x Scope	2x Smartlink-Only Scope.	Smartlink	Any	Smartlink Device	0.1	12
KFA-2 x2 Scope	2x Smartlink-Only scope.	Smartlink	Any	Smartlink Device	0.1	12
SLS/V 5B	A 1x Red Dot Sight, 3x Smartlink scope hybrid. A non-magnifying, illuminated red dot 1x sight. Smartlink-only 3x Scope secondary zoom feature.	Optic, Smartlink	Upper, Side	Smartlink Device	0.2	16
VnSLS/V 6E 4x Scope	4x Smartlink-only scope.	Smartlink	Upper, Side	Smartlink Device	0.2	20
Oracle N-Variant Scope	A 3x/6x/9x modular scope with Thermal capability and Smartlink.	Sniper Optic	Upper	None	0.5	26
Oracle N-Variant Scope v2	A 4x/8x/12x modular scope with Thermal capability and Smartlink.	Sniper Optic	Upper	None	0.5	28
Oracle N-Variant Scope v3	A 5x/10x/15x modular scope with Thermal capability and Smartlink.	Sniper Optic	Upper	None	0.7	30
SRS-C 10x Scope	A 10x Scope with Thermal capability and Smartlink.	Sniper Optic	Upper	None	0.4	23
[U] EVOS-D 3x	Discreet glare-less 3x Scope.	Optic	Upper	None	0.1	18
[U] A2 Scope 2x	Discreet glare-less 2x Scope.	Optic	Upper	None	0.1	14
EVOS-D V2	Discreet glare-less 2x/4x Modular Scope.	Optic	Upper	None	0.1	24
Longshot Telescopic Sight	Discreet glare-less 5x Scope.	Optic	Upper	None	0.2	23
Sentinel Sight	A 4x/6x modular scope.	Optic	Upper	None	0.4	23
EVOS-D Marksman Sight	A 6x scope with Smartlink compatibility.	Optic	Upper	None	0.2	24
EVOS-D Adaptive	A 3x/5x modular scope with Smartlink compatibility.	Optic	Upper	None	0.2	20
COG Sight	A 3x telescopic Scope that scans and displays the Shield Integrity of the Energy Shield of whoever is being aimed at.	Optic	Upper	None	0.2	30
Threat Marker	A 2x Scope with Smartlink compatibility that scans and displays friendly and enemy IFF tags on a screen or to a Smartlink-capable device. Once scanned, the IFF Tags are tracked up to 4 Rounds after the Character is no longer within the User's sight.	Optic	Upper	None	0.6	70
[U] Laser Aiming Module	Gives a +5 Bonus To Hit when not using Aim Actions, while also giving the Opponent being aimed at a +5 Bonus to Evasion from attacks made with this weapon. The Opponent only gains this Evasion Bonus if they notice the laser. -20 to Aim Actions if mounted on Top Rail.	Aiming Module	Any	None	0.1	10
Infrared Aiming Module	Gives a +5 Bonus To Hit when not using Aim Actions when using VISR, Infrared, and Thermal equipment. This also gives the Opponent being aimed at a +5 Bonus to Evasion from attacks made with this weapon if the Opponent has VISR, Thermal, or Infrared equipment to see the laser. -20 to Aim Actions if mounted on Top Rail.	Aiming Module	Any	VISR, Thermal, and Infrared equipment	0.2	20

Ammo Counter	An Ammo Counter that tracks how many rounds are in the weapon. Can be manually programmed to know how many magazines you're holding. The Ammo Counter also has an electronic compass built-in.	Misc.	Upper	None	0.3	16
[U] Flashlight	Lowers any Darkness Penalties by 30, while also lowering Lowlight Penalties by 15. -20 to Aim Actions if mounted on Top Rail.	Flashlight	Any	None	0.2	10
[U] Tactical Flashlight	Lowers any Darkness Penalties by 40, while also lowering Lowlight Penalties by 10. When in Darkness, Opponents gain a -20 Penalty To-Hit and a -30 Penalty to Visual Perception Tests. When in Lowlight, Opponents gain a -10 Penalty To-Hit and a -15 Penalty to Visual Perception Tests. -20 to Aim Actions if mounted on Top Rail.	Flashlight	Any	None	0.4	15
Flash Suppressor	Gives a -20 Penalty to Visual Perception to anyone that could see the weapon fire by suppressing the weapon's flash.	Suppressor	Barrel	None	1.1	20
SS/M 49 Sound Suppressor	Gives a -10 Penalty to Hearing Perception Tests to anyone attempt to spot or find the weapon's User. Increases weapon's Range by 25% and gives a +1 to Pierce. Increases the weapon's weight by 25% and adds +1 Half Action to Aim Actions that cannot be reduced. Cannot work with HV and HYV ammo variants.	Suppressor	Barrel	Not used with High-Velocity Ammo	(X)	15
Sound Dampener	Post-War sound suppressing system. Gives a -30 Penalty to Hearing Perception Tests to anyone that could hear the weapon fire. This can only be taken after 2557.	Suppressor	Barrel	None	2	20
Muzzle Brake	Reduces the recoil of a weapon when firing, but increases the ability to spot the weapon firing. When fired while unbraced, the Muzzle Brake gives the Character a +10 Bonus to Strength Tests as to not drop the weapon. All Opponents within range to see the weapon fire or hear it gain a +10 Bonus to Perception to spot the weapon firing.	Muzzle	Barrel	None	1.1	45
Underslung Shotgun	Attaches an underbarrel shotgun. Shares the stats with the M45 shotgun, but holds only two Shots.	Underslung weapon	Lower	Bullpup or Flamer	2.3	35
M301 Grenade Launcher	Attaches an underbarrel grenade launcher. Shares the stats with the M319 Grenade Launcher.	Underslung weapon	Lower	Bullpup or Flamer	2.5	45
[U] Foregrip	When making any Charge or Run Movements, the Penalty gained To-Hit is lessened by 10.	Brace	Lower	None	0.6	15
[U] Pistol Grip	A Pistol Grip is added to the bottom rail in front of the weapon, giving a +5 Bonus To-Hit.	Brace	Lower	None	0.4	15
[U] Bipod	Automatically provides Bracing when deployed. Removes all bracing-related Penalties.	Brace	Lower	Sniper Rifles and Machine Guns	2.0	12
[U] Tripod	Automatically provide Bracing when deployed. Removes all bracing-related Penalties.	Brace	Lower	Sniper Rifles and Machine Guns	2.0	12
Lightweight Weaponry Kit	Halves the weapon's weight by removing plating and installing lighter pieces. Halves the weapons Break Points and Weight.	Modification	N/A	None	N/A	20
[U] Collapsible/ Folding Stock	Replaces the rear of the weapon with a Collapsing or Foldable stock. The weapon can be folded into a smaller package, allowing Two-Handed weapons to be Concealed.	Brace	N/A	Must have Stock	N/A	15
Jet Stabilizers	Micro Jet Stabilizes are attached to the barrel of the weapon, altering weapon movement when fired. This gives the weapon +5 To-Hit.	Modification	N/A	None	1	25
Extended barrel	The weapon has an extended barrel that increases the weapon's Long Range by 25%. The length of the weapon is increased and the weapon's base weight is increased by 15%. The Extended Barrel's weight is 20% of the weapon's base weight, or 30% of the weapon's weight if combined with Heavy Barrel. Gives a -20 Penalty for concealing the weapon.	Modification	Barrel	Rifle, Bullpup, Pistol, PDW, LMG, MG, HMG	(X)	80
Heavy Barrel	The weapon's heavier barrel decreases the amount of kickback the user receives when firing. The Heavy Barrel's (X) weight is 20% of the weapon's base weight, or 30% of	Modification	Barrel	Any weapon with rails	(X)	80

	the weapon's base weight, if combined with Extended Barrel. When making a Half Action move, the user only takes a -5 To-Hit Penalty, instead of -10. When making a Full Action move, the user only takes a -10 To-Hit Penalty, instead of -20. When making a Charge Action move, the user only takes a -20 To-Hit Penalty, instead of -25. When making a Run Action move, the user only takes a -25 To-Hit Penalty, instead of -30.					
Sawed-Off Barrel	Halves the weapon's barrel length, or removes extensions that give accuracy for better concealment. Gives a +10 to weapon concealment and reduces the weight by 10%. Reduces range by 25% and gives a -10 To Hit. Cannot be stacked with other Barrel Modifications.	Modification	Barrel	Any Ranged Weapon	--	10
[U] Bayonet	A bayonet with the stats of the UNSC Machete.	Modification	Any	None	1.1	40
Energy Bayonet	An energy blade added to the weapon that shares the specs of the Covenant Energy Dagger. This can only be taken after 2557.	Modification	Any	None	1.7	200
Weapon Camouflage	The weapon is given a camouflage of the user's choice. Can be traded in without cost between missions. This does not stack with the bonuses given from Weapon Ghillie Cover.	Modification	N/A	None	N/A	15
Weapon Ghillie Cover	Weaponry can get a Ghillie Cover, which gives the weapon a +20 to Camouflage, meaning that an Opponent trying to spot it in the proper Camouflage and background, will have a -20 Penalty to spot it. This does not stack with bonuses given from Weapon Camouflage.	Modification	N/A	None	1.1	20
M6 SOCOM Attachment System	This is a series of attachments built into a single cohesive unit. This upgrade adds a Muzzle Brake, Suppressor, and the VnSLS/V 6E Scope to any M6 variant pistol. This attachment doubles the length of the Pistol and increases the weight by 50%. This attachment gives the Pistol a new firing mode, Burst (2), which will replace any other Burst firing mode a Pistol might have. No other Barrel and Lower Attachments may be used with this Attachment.	Barrel and Lower	N/A	M6 Series Pistols	(X)	80
Kinetic Bolt Modification	Replaces the Weapon's firing Mechanism with a new Kinetic Charging Mechanism that coats ammunition with Hard Light as it leaves the barrel. This gives the weapon the Kinetic Special Rule and +5 Pierce against Vehicles and Armor. A Full Action of Attacks will push whoever is shot 3 Meters back, including Vehicles of up to 3 Size Points. Price of the Modification is the Price of the Weapon its being installed on multiplied by 2.	Modification	N/A	Any Ranged Weapon that uses non-energy ammunition.	0.2	(X)
Plasma Adapter Modification	Replaces several inner mechanics of the weapon that coats the ammunition in plasma before being fired. Gives the weapon the Cauterize Special Rule. Cannot be used with the Kinetic Bolt Modification. Price of the Modification is the Price of the Weapon it's installed on.	Modification	N/A	Any Ranged Weapon that uses non-energy ammunition.	0.3	(X)
Canted Irons	A small 45-degree offset Rail mount is added to the top of the weapon for the use of a secondary Ironsight, Optic, Aiming Module, or Flashlight. The new rail is diagonally facing, allowing for one extra non-intrusive attachment. When using a secondary scope or Ironsight on this new rail, the weapon must be held diagonally to use. This rail cannot be used with Sniper Optics.	Modification	N/A	Rifle, Carbine, Pistol, PDW, Machine Guns	0.2	100
Shotgun Automatic Conversion	The user modifies the shotgun to fire as Automatic instead of Pump Action. This cost double the cR of the Shotgun to perform. Any weapon that gains the Shotgun Automatic Conversion doubles the Pump Action Fire Rate and	Modification	N/A	Shotgun	0.1	(X)

	converts it to Automatic Rate of Fire. For example, a Pump Action (2) Shotgun becomes Automatic (4). Weapons that gain the Automatic Conversion gain the Rifle Reload, instead of Pump Action. This also replaces the Shotgun's ammo feed with a Magazine.					
Extended Magazine	Extended Magazine that offer double the weapon's ammunition. This increases the weapon's weight by 0.05 KG per round in the original Magazine. Due to the larger Magazine size, firing the weapon Prone gives a -5 Penalty To-Hit.	Magazine	Mag	Weapons that use Magazines and Clips	(X)	50
Drum Magazine	A Drum Magazine that offers triple the ammunition in the weapon's Magazine. Any weapon's Magazine is tripled, increasing the weapon's weight by 0.05 KG per round, multiplied by 2, in the original Magazine.	Magazine	Mag	Weapons that use Magazines and Clips	(X)	65
Dual-Sided Magazine	Two linked Magazines at opposing ends. The Magazines each empty as usual, but when reloading from one of the linked Magazines to another lower the weapon's Base Reload Time by -2. Due to the longer Magazine size, firing the weapon Prone gives a -5 Penalty To-Hit.	Magazine	Mag	Weapons that use Magazines and Clips	(X)	35
Extended Belt	The belt of any belt-fed weapon is doubled in size. This increases the weight of the weapon by 0.05 KG per round in the belt.	Magazine	Mag	Belt-Fed Weapons	(X)	75
Bullet Loop	A Loop that holds up to six Shotgun Shells, allowing the Character to use a Reaction to reload one extra Shell in a Round.	Misc.	N/A	Shotguns	0.2	10

WEAPONRY RAIL MOUNT TABLE

Weapon Classification	Rails Available	Example Weapon
Pistol, SMG, and PDW	Upper, Lower, Barrel	M6G, M6J, M7
Assault Rifle	Upper, Lower, Side, Barrel	MA5 Series
Shotgun	Upper, Lower, Side, Barrel	M90A CAWS
Marksman and Battle Rifle	Upper, Lower, Side, Barrel	M392, BR55
Sniper Rifle	Upper, Lower, Barrel	SRS99-S5-AM
Light Machine Gun	Upper, Lower, Side, Barrel	M739 SAW, Confetti Maker
Medium Machine Gun	Upper, Lower, Side, Barrel	M247, HMG-38
Heavy Machine Gun	Upper, Lower, Barrel	AIE-486H, M247H
Heavy Support Weapon	Side	M6 Grindell, M41 Rocket Launcher, ARC-920
Flamethrowers (Note: Cannot use optics)	Lower, Side	Flamethrowers
Grenade Launchers	Upper	XM510

Weapon Attachment Types listed as Modification do not take up a slot on the Mount Table.

For every Magazine or Clip a case can hold, it can hold the following equivalents.

ITEM	EQUIVELANT AMOUNT
8 Gauge Shell	8 Shells
12 Gauge Shell	12 Shells
Rocket	4 Standard Maga compare to a single SPNKR rocket
250 Round Ammo Belt	4 Standard Magazines compare to a single 250 Round Ammo Belt.
Extended Ammo Belt	8 Standard Magazines
Extended Magazine	2 Standard Magazines
Drum Magazine	4 Standard Magazines

HELMET AND FACIAL EQUIPMENT

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
[U] Polarized Tactical Goggles	Halves all bright-light based Penalties. Capable of displaying an overhead HUD for IFF Tags, Radar, and Smartlink.	0.6	30
[U] Night Vision Device	Lowers Darkness Penalties by 50 and lowers Lowlight Penalties by 5.	0.9	3
Helmet Recorder	Records every instance of what the Soldier sees. Able to store 1,900 hours of higher quality footage that is able to zoom in up to 10x before quality is lost.	0.2	15
Holographic Tactical Eyepiece	Allows use of HUD, maps, IFF tag tracking, Smartlink, B-Net (Internet), and Radar to be displayed over one eye.	0.3	8
[U] Holographic Civilian Eyepiece	Allows use of HUD, maps, ally-only IFF tag tracking, Smartlink, B-Net (Internet), and Television to be displayed over one eye.	0.4	15
[U] S90 Gas Mask	Allows the User to breathe in toxic environments and filter out Flood Spores. Comes with 5 disposable filters, each able to last 24 hours. S90 Filters cost 5 cR, each. Comes with an adapter to fit to Respirator Packs.	1.4	20
[U] Balaclava	Face mask for warmth and face protection from harsh winds.	0.2	10
[U] Binoculars	An electronic Binocular with Smartlink compatibility. Has 6 zoom functions, 2x/4x/6x/10x/20x.	2.2	4
[U] Sun Goggles	Pair of wearable goggles that halve any Penalties from bright lights.	0.1	4
[U] Infrared Goggles	These Goggles give the Character the ability to see in Infrared, allowing them to see heat signatures and infrared devices such as lasers. Infrared Goggles give Character a +15 Bonus to opposing Camouflage Tests. Infrared Goggles halve all Penalties from Darkness.	0.3	20
[U] IR Lamp and Laser	The IR Lamp and Laser is an eyepiece that creates an IR-trackable laser that points towards where the Character's eye is looking.	0.1	2
[U] Rebreather	Gives the Character 60 minutes of Oxygen, recharges itself when in breathable atmosphere.	0.4	10
[U] Oxygen Recycler	Gives the Character 30 minutes of Oxygen. Recharges itself when in an atmosphere with Oxygen in it. When attached to a Rebreather, increases Oxygen to 120 minutes. Can be attached to the S90 Gas Mask as well.	0.1	40

CARRYING DEVICES

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
[U] Hardcase	A briefcase-like armored carrying device. Capable of carrying up to 14 Magazines, Grenades, and Clips, or anything of equivalent size. The Hardcase has 50 Break Points and 15 Armor Rating. Does not stack Armor Rating with armor worn by the User.	4.2	9
[U] Tactical Hardcase	A pouch-like armored carrying device. The Tactical Hardcase has an Armor Rating of 11. Capable of carrying up to 5 Magazines, Grenades, and Clips, or anything of equivalent size. The Hardcase has 50 Break Points and 15 Armor Rating. Does not stack Armor Rating with armor worn by the User.	1.3	10
[U] Softcase	Soft bagged Carrying Device similar to a briefcase or backpack. Carries 20 Magazines or Grenades, or the size equivalent.	0.5	2
[U] Tactical Softcase	Soft bagged carrying pouch. Carries 7 Magazines or Grenades, or size equivalent.	0.3	3
[U] Tactical Thigh Rigs	Thigh armored carrying device with an Armor Rating of 18. Carries 3 Magazines or Grenades, or the size equivalent. The Thigh Rig has 50 Break Points. Does not stack Armor Rating with armor worn by the User.	1.1	18
[U] Weapon Holster	Holds weapons through simple latches and holsters.	0.2	2
[U] Ammunition Pouch	Ammunition pouch. Carries 8 standard size Magazines or Grenades, or the size equivalent.	0.5	2
[U] Utility Webbing	Holds 6 Hardcases, Tactical Softcases, Tactical holsters, pouches, and casings to the Character's armor.	0.1	8
Magnetized Weapon Holster	Holds Weapons with powerful magnets. No chance of a weapon being lost or stolen if the magnet is active.	0.8	11
[U] Blastproof Clear Casing	Blast-proof casing for electronic devices. 16 Armor Rating and 40 Break Points.	0.5	10
[U] M/LBE Hard Case	Blast-Proof backpack. 16 Armor. Carries 12 magazines or Grenades, or the size equivalent.	1.1	30
[U] Medical Rucksack	A Medical extension to the M/LBE Hard Case. Can hold up to two Medical Kits, 10 Biofoam Canisters, and 10 sets of medication of the Player's choice.	0.4	10
Ammunition Bandolier	A bandolier that is worn over armor/clothing that can hold up to 100 shotgun shells, 150 rifle and pistol Rounds, 50 Sniper Rounds, and 10 Grenades, railgun, and 40mm Grenades. Must choose ammunition type at purchase.	0.8	10
Weapon Sling	A small sling that is worn over Armor and clothing that can be used to add an extra Weapon Hardpoint to the Character. Any weapon being held in a Weapon Sling cannot be used with the Quick Draw Ability.	0.3	13

COMPUTING AND COMMUNICATIONS

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
Emergency Locator Beacon	Automated signal device for emergency EVAC. An emergency beacon unit used for creating distress signals. Able to send a signal up to 15,000 Kilometers.	4.1	35
Panic Button	An emergency beacon unit the size of a quarter. Used for creating distress signals. Able to send a signal up to 1,500 kilometer.	0.1	15
WAYPOINT Comm	Handheld television, B-Net (Internet), and News unit for UNSC soldiers. Firewall (40)	2.1	20
LP-Comm	Emergency Communicator that fits in the ear. Useful for when helmets and other tech no longer work. Small, untraceable communication ranged at 5 Kilometers.	0.1	12
[U] UGPS	A Universal Global Positioning System used to find the current location on any Planet already visited to by the UNSC. The UGPS also contains a Rapid Mapping System (RMS) that uses advanced echo-location and laser mapping to create new GPS maps for unexplored locations.	0.4	20
NAV Marker Transmitter	Small Tracking device and location transmitter for non-emergency situations. Able to communicate to UNSC devices up to 2 kilometers.	0.2	22
Covenant-UNSC Translation System	Covenant-UNSC Translation System (CUTS), is a simple computer that translates text, speech, and radiowaves to and from Covenant languages.	3.1	56
[U] Data Pad	Small, Hand-held computing device used by Civilians and Military in the UEG. This device has a touch screen and is capable of recording, sharing, and receiving audio, text, video, and imagery. Is able to transmit data over wireless and wired networks. Data Pads can be password protected and secured with biometrics. They're also Smartlink capable and can display HUD information of friendly IFF Tags. Data Pads have access to many apps and has a massive storage capacity. Firewall (60)	0.6	25
[U] TACPAD	Similar to a Data Pad, but is considered to have 11 Armor and 50 Break Points. Firewall (60)	1.2	60
[U] Military Hardcase Computer	A portable Military Hardcase Computer. Heavy and bulky, while similar to the Data Pad and TACPAD. The Military Hardcase Computer has 15 Armor and 100 Break Points, alongside stronger processing power and powerful networking capabilities. This Computer is able to create its own data network, allowing it to connect to, send, and receive information to any other connected device within 1 Kilometer. Strong enough to run Dumb AI. Firewall (80)	2.7	120
[U] COM Pad	A cell-phone/communication device that works similarly to a futuristic Android Device. COM Pads can record video and audio, play games, communicate via video and audio, store information, work as a calendar, clock, distance measuring device, connect to networks, and share data. This comes standard to Civilians and Police. Firewall (50)	0.1	35
[U] Chatter	Small wrist-mounted COM Pad. Firewall (40)	0.1	120
Remote Detonator	A small hand-held device that can be synced up to Demolition and Satchel Charge explosives. Has a range of 400 Meters. At the press of a button or an input of a 6 digit chosen pen number, the chosen synced explosives will detonate. Can also be set to timed detonation.	0.1	20
Radio Backpack	An armored backpack-carried Radio that can transmit any kind of data up to 5,000 KM in clear conditions. The Radio Backpack also has powerful encryption, giving any Hacking attempts a -30 Penalty. The Radio Backpack is Armored, giving the Radio 15 Armor for protection and keeps it immune to EMP. Firewall (80)	4	25

SENSORS

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
ARGUS	An always-active device for detecting explosives within 5 Meters of the unit. Will list what kind of explosive is detected, but cannot show direction of device.	1.9	32
Doppler Radar	Uses advanced multi-directional Microphones to process and report Surroundings of up to 100 Meters. Uses a Perception of 80 to Scan and Track Characters and surroundings, and can create a visual map to send to Computers. Able to alert Players of movement within the Area that do not match friendly IFF Tags. -20 Penalty to Detect stationary targets.	1.2	40
[U] Fiber Optic Probe	A small camera on the end of a 4-meter electronic wire. The wire is controllable, moving similar to a snake. Smartlink capable.	1.1	44
Interrogator Translator	UNSC/ONI translation laptop for Covenant to Human languages.	2.4	21
Microtail	Miniature UNSC tracking device that uses M-Waves. Small as a tack and flat as a coin, and able to communicate with UNSC devices up to 1 Kilometer.	0.01	40
Stationary Motion Tracker	Scans movement of the environment up to 40 meters and sends it to tethered HUD-capable devices. Must be stationary for 1 Minute (10 Rounds) to calibrate and work. If moved, the Stationary Motion Tracker must be re-calibrated for 1 Minute, again.	9.4	58
Roadware	Advanced GPS-reading software that assists Pilots at by giving a +20 Bonus to driving Tests and Stunting Tests on planets that have a surveillance grid or a scanned UGPS map.	1.0	12
UNSC-MPD Scanner	Tracking device that can be tethered to Microtails to increase the range of the device to 5 Kilometers. Only the UNSC-MPD Scanner gains the increased range of the Microtail.	1.0	40
Spotter Assist Target System	A scoped spotting system that has multiple zoom variants. X10, x15, x20, x25, x30, and x40 scopes that allow a Spotter to assist a sniper in extreme-ranged combat.	0.7	69
C-BRN Unit	This unit detects and gives information on chemical and radioactive materials, or any other airborne or grounded contaminant.	0.7	15

GENERAL

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
[U] MRE	"Meals, Ready to Eat." Military prepackaged foods that do not go bad as long as they stay packaged. One meal is enough to fill a Normal Sized Character. Comes with 5 meals.	0.2	1
[U] Camping Stool	A stool for sitting that has a setting that allows the stool to fit any size. A stool for sitting. The Camping Stool can be set to fit Small, Normal, Large, and Huge Characters.	1.1	3
PG0E Portable Electricity Generator	A water-fed portable generator that is capable of powering UNSC equipment, even structures like Food Preparation Stations and Mobile AI Docking Station. One liter of water will last 12 hours.	24.1	79
MK71 Emergency Food Preparation Station	Stores 45 liters of food that is automatically cooked and prepared when dispensed. Supports higher-quality food than the MREs. MK71 Food Kits refill the Station, and cost 15 cR, each. The MK71 Food Kit stores 45 meals.	21.7	66
Mobile AI Docking Station	A Mobile Docking Station for Dumb and Smart AI. The Mobile AI Docking Station needs a source of power to run Smart AI.	9.3	100
Armored Flame Tank	Armored Tank for the UNSC Flamethrower weapons. 20 armor on the tank and adds 5.2kg.	5.2	35
[U] Earplugs	A set of Military-Grade earplugs that allow Characters to ignore the hearing-based Penalties given by Flashbangs or other loud noises. Gives a -40 Penalty to Hearing-based Investigation and Perception Tests.	0.1	1
[U] Climbing Kit	A climbing harness kit that offers the Character a +50 Bonus to climbing tests. Contains a Harness, rappelling kit, and other various climbing tools.	4.8	12
Nanotube Rope	A metallic-like rope that can withstand up to 5,750 KG of weight without breaking. 1cR per 5 Meters of Rope. Each Meter of Rope weighs 0.1 KG.	--	--
[U] Military Shovel	A Standard issue sharpened shovel for entrenchment and other uses. Folds down to the size of the shovel's head. Rust-proof, reinforced Titanium-A for a near unbreakable shovel. For use as a melee weapon, look under Human melee weaponry.	1.3	15
[U] Duct Tape	Simple tool that has been in use for over 500 years. A strong water-proof tape.	0.1	1
[U] Multi-Tool Kit	A briefcase sized kit with 280 sets of tools for repair and building.	6.3	12
[U] Fire Extinguisher	Puts out any fire using foamed dry chemicals. Has 10 uses.	3.2	3
[U] Anti-Ballistics Riot Shield	The Anti-Ballistics Riot Shield acts as mobile cover for a Character. The Riot Shield is made of Titanium-A with a hardened plastic window to see through. The Shield covers a Small and Normal Character's full body, while Large and Huge Characters must crouch to cover their body. The Riot Shield has an Armor Rating of 16 and has 90 Break Points.	7.6	11
[U] Military Grade Handcuffs	Used to bind an individual's hands or ankles. To escape, a character must roll a -40 Security Test or a -60 Strength Test. The Handcuffs have an Armor Rating of 10 and 200 Break Points.	1.4	12
[U] Police Equipment Package	This package includes two pairs of Military Grade Handcuffs, Pepper Spray, the Police Baton, and the Taser Gun.	--	80
[U] Ghillie Cloak	The Ghillie Cloak offers a +20 Bonus to Camouflage when used in matching surroundings. The Ghillie Cloak does not offer Camouflage to any large weapon, like Launchers, Machine Guns, and Sniper Rifles. The Ghillie Cloak covers the body from head to toe. It takes 7 Full Actions to remove or equip the Ghillie Cloak. The Ghillie Cloak overrides any worn Camouflage underneath it.	2.7	16
Mobile Cover Device	A drivable Cover Shield that even a Mgalekgolo can take cover behind. They are considered to have Armor of 60, a speed of 15 Meters Per Turn, and a Maneuverability of 5.	700	50
UN-14 Mine Detector	Mine Detector that is able to detect working explosives 5 meters away. Tells the direction, distance, and depth of the explosive. Must be actively used by the Character.	1.5	50
Bubble Shield	A small device that forms a circular protective barrier in a 3 Meter Radius. The Bubble Shield lasts for 6 Rounds, before shorting out and exploding. Explosion caused by the Bubble Shield's detonation is 1D5 Damage, Blast (1).	2.1	50
Vacuum Adhesive Sealant	A strong, sticky substance used to patch rips and tears in Vacuum-sealed suits and equipment. Contains 5 uses per tube and takes 1 Half Action to dry once being applied.	1.2	20
[U] Flashlight	Lowers any Darkness Penalties by 30, while also lowering Lowlight Penalties by 15.	0.4	5
[U] Tactical Flashlight	Lowers any Darkness Penalties by 40, while also lowering Lowlight Penalties by 10. When in Darkness, Opponents who are being shined in the face gain a -20 Penalty To-Hit and a -30 Penalty to Visual Perception Tests. When in Lowlight, Opponents gain a -10 Penalty To-Hit and a -15 Penalty to Visual Perception Tests.	0.4	10
[U] Metal Detector	A metal detection unit that is a small metallic plate on an adjustable pole. The Metal Detector has a screen at the top of the pole that displays the types of metal found underneath, within 3 Meters underground, and how far underground the object is.	0.9	20
[U] Cigarette Carton	A tobacco product much like current-day cigarettes, but no longer risk dangerous health hazards when used. Each Pack has 200 Cigarettes.	0.5	1
[U] Weapon Cleaning Kit	A kit that can be used to clean weapons and remove any adverse Penalties gained from the weapon being dirty. Comes with 20 uses.	1.2	5

SURVIVAL

All Survival Equipment are considered [U].

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
Water Canteen	A leak-proof survival canteen with a lock top and 2-liter capacity.	0.2	2
Stove Canteen	A pot-like canteen for cooking and storing food. Contains a lock top and a 3-liter capacity.	0.2	2
Floatation Vest	An adjustable floatation vest that allows up to 210 KG float in water.	1.5	5
Water Purification System	A portable multi-tank water purification system. It can process 1 liter of water every two hours. Must be cleaned after each use, else the water will not be purified.	2.1	20
Sleep Cot	A small cot bed for a single person, can hold up to 190 KG before tearing.	5.4	5
Duffle Bag	Soft bagged Carrying Device like a briefcase or backpack. Carries 25 Magazines or Grenades, or the size equivalent.	1.2	5
Sleeping Bag	A weather-proof sleeping bag that fits a user of up to 6'3, else, the Character will not comfortably fit in the sleeping bag.	2.5	3
Poly Rope	A Polypropylene rope that can hold up to 550 KG. Comes in a bundle of 35 meters.	15	10
Magnetic Compass	A standard magnetic compass that is not effected by EMP or any other sort of digital or electrical attack.	0.1	1
Survival Blanket	A weather-proof blanket that uses a thermal lining to keep the user in a more comfortable temperature, closer to their body-heat.	1.6	5
Fuel Canister	A 5-liter fuel can for water or any other fuel.	2	5
Hy-Crank Generator	Generator that can function by either hydrogen or hand-cranking. Hand Cranking can power lights and other lightweight pieces of electrical equipment, while the Hydrogen generator is able to power most any equipment. Hydrogen generator is able to run for 8 hours per 1 liter of water.	22	100
Singles Tent	A weather-proof tent for a single person to fit in. When staked down, the tent can resist up to 120 KP/H winds.	1.8	8
Group Dome Tent	A weather-proof tent for five people to fit in. When staked down, the tent can resist up to 80 KP/H winds.	4	18
Large Dome Tent	A weather-proof tent for ten people to fit in. When staked down, the tent can resist up to 80 KP/H winds.	6.3	28
Area Heater	A small heater that can heat an area large enough to fill a large dome tent. Can run for 15 hours on one liter of water.	2.1	30
Portable Food Stove	A small stove that can prepare food. Can run for 20 hours on one liter of water.	1.1	25
Traxus Emergency Lamp	A bright lamp that can run for 200 hours on one liter of water.	0.8	20
Grappling Hook	A metal rod with hooks on them that allow for easier climbing when attached to a rope. +10 to Climbing Tests.	0.2	5
Toolbox	A metal toolbox that can hold several tools and other items.	0.2	4
Windproof Storm Match	Strong matches that can be used in even the heaviest of downpours. Allows for the lighting of fire even in rain and harsh wind. The set comes with 25 Matches. Each last for 16 Seconds (4 Rounds), when being used in harsh weather.	0.1	10
Waterproof Fire Starter	Small dark-green cubes that when cracked open, begin to spark and get hot. After 8 Seconds (2 Rounds), it begins to burn. Works in wind and in rain. Comes with 8 cubes.	0.1	10
Wire Cutters	Common pair of large-scale wire cutters. Able to cut large chain links and other pieces of metal. More than strong enough to cut off a finger of any race. On Helpless or Stunned Characters that cannot fight back, Melee Attacks with Wire Cutters deal 1D10 +9 Damage, with 15 Pierce. If not against a Helpless or Stunned Character, Melee Attacks with this weapon gain a -30 To Hit.	1.2	10
Heavy Duty Bolt Cutters	Powerful bolt cutters, 1.3 meters long. Strong enough to cut through even Covenant metals and locks, and can even lop off the fingers of any known Race. On Helpless or Stunned Characters that cannot fight back, Melee Attacks with Bolt Cutters deal 2D10 +6 Damage, with 15 Pierce. If not against a Helpless or Stunned Character, Melee Attacks with this weapon gain a -30 To Hit.	1.7	20
Chemical Light Sticks	A Chemical Light Stick is a bendable tube, that when bent, begins to glow. Gives a +10 in any Dark or Pitch-Black scenarios. Lasts for 8 hours. 10 comes in a single pack.	0.1	2
Lighter	A lighter with a flip-off top that is able to produce flame. Has enough fuel for 100 uses.	0.1	3
Flint and Steel	A string with two ends, one with flint, and the other steel. When hit against each other, it creates sparks that can start fires. 100 uses per each Flint and Steel set. Can take up to 4 Rounds to start a fire.	0.1	2
Fishing Equipment Kit	A fishing kit that contains a folding fishing rod that can withstand up to 100 KG of tension, ten hooks and bobbers, a spool of 1550 meters of fishing line that can withstand up to 60 kg of tension, 50 pieces of bate, and a fishing net that can hold up to 60 kg of weight.	4.5	15
Signal Mirror	A small mirror for reflecting light like a small warning beacon.	0.1	1
Flare Gun	A small firearm that fires a 40mm Parachute Flare up to 150 meters. It deals 1D10 damage, with Flame(1D5) on impact.	0.3	15
Whistle	A small whistle.	0.1	1

Mess Kit	Silverware set: Spoons, knives, forks, plates, and other pieces of silverware for eating.	0.3	5
SOS Knife Kit	A special multi-tool knife that contains the following tools: Screwdriver, corkscrew, small blade, sharpening stone, toothpick, tweezers, wood saw, large blade, metal saw, scissor.	0.2	15
Animal Snare	A snare kit to entrap small animals.	0.4	5
Geiger Counter	A radiation detector that can track radioactive material from up to 10 meters away.	0.6	10
Field Rations	Packages of canned and sealed food that have up to 6 years shelf life. One package has enough food to nourish and last a Character 5 days of 3 full meals.	2.5	2
Potassium Iodide Tablets	These helps protect the user from Radiation Poisoning 10 minutes after taking the tablet. The Character is able to take a +20 Toughness Test every time they'd gain Radiation Poisoning or take a Fatigue from Radiation Poisoning to ignore it. Comes with 14 Tablets.	0.1	10
Rain Poncho	Protects the user from rain. Comes in a small pack of 10.	0.3	5
Camouflage Netting	A fireproof netting that can be purchased in any Camouflage Environment, that gives +30 to Camouflage Tests. Camouflage Netting is a large 5 by 5 Meter netting that can be draped or set up over objects.	0.9	8
Sandbag	Stackable sandbag used to hold back water and even ammunition. Sandbags are .5 Meters long, .3 Meters wide, and .2 Meters tall.	12	1
Blowtorch	A blowtorch that can be used in any atmosphere and underwater. This blowtorch is plasma-based and will sear through any metal, given enough time. For every 2 points of Armor or Cover Points something gives, it takes 1 Half Action to cut through a small portion of it. The Blowtorch deals 1D10 +4 Damage, with a 20 Pierce.	2.1	20
Signal Flare Bright	A bright flare that is activated by snapping the top off. Flame (1D5). Can be seen from 2 KM away and lasts up to 1 hour.	1	5
Signal Flare Smoke	A smoke-based signal Flare that is activated by snapping the top off. Can be seen from 6 KM away and lasts up to 10 Rounds.	1	5

AERIAL GEAR

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
Falcon Wing Aerial Descent Unit	Standard issue military parachute for the UNSC. Commonly considered to be the safest kind of chute, the Falcon Wing consists of a light pack with a black chute inside, and two straps the wearer can use to maneuver to their target at a +20 Bonus. The Falcon Wing has a carrying capacity of 480 kg, including its own weight, and is ideal for atmospheric operations. The chute has integrity of 40, reducing this to 20 only halves falling damage. At 0, the Falcon Wing is destroyed, and the wearer takes falling damage as normal. Striking the chute counts as a Called Shot.	7.3	12
Parafoil	The Parafoil is a special aerial-insertion tool for Airborne Infantry, an alternative to the SOEIV. Parafoils use a collapsible "foil", like a glider, made of resilient metals to allow it to carry heavy loads safely to the ground. The Parafoil can be used to insert from Low Orbit or Atmosphere. The Parafoil has a carrying capacity of 730 kg, including its own weight. Deployment of a Parafoil reduces all falling damage a character takes to zero so long as it is opened at or above 60 meters from the ground. The Parafoil has an integrity of 10, though reducing this to 0 only compromises it, causing it to half whatever falling damage is rolled against the wearer. At double its Integrity, the Parafoil is destroyed, and the wearer takes falling damage as normal. Striking the foil counts as a Called Shot.	14.5	45
M-Spec Reentry Pack	The Reentry Pack is a device similar to a Parafoil/Airfoil Carapace issued as a standard safety feature in many orbital craft, like the YSS-Sabre. The pack uses a variety of foils, heat-sinks and chutes to safely bring a pilot from orbit to the ground. The Reentry pack can decelerate a large amount of weight, up to 750kg, not counting its own weight, enough to deliver even a SPARTAN in armor to the ground safely. The M-Spec, being an emergency device, is not intended to drop soldiers with their equipment, but does have a special holster to hold a Sidearm securely without losing it in the drop. The Reentry Pack can only be used with Vacuum sealed gear, such as MJOLNIR.	15.2	25

ELECTRONIC WARFARE

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
Electronic Countermeasure Device	Tricks enemy electronic radar, sonar, or other detection systems. Denies targeting information or alters it.	3.1	45
Guidance Lock	Sets location for airstrikes and package drops.	2.1	11
ONI-S/Energy Disruptor Utility	Shuts down all electronic equipment in 10-meter area. Also known as the ONI Special Educator, this experimental technology works slightly like a grenade in use, but shuts down electronics similar to an EMP.	1.1	70
Scrambler	A "grenade" designed to work as a Flashbang for both AI and living beings. When used, all living beings must treat the Scrambler Grenade as a Flashbang, while AI are affected the same as a Flashbang, but also shut down for 1D10-(X) Rounds, where (X) is the AI's Toughness Modifier, to a minimum of 3 Rounds. The Scrambler shares the same stats as the Flashbang Grenade.	1.1	180
Radar Jammer	Tricks radars into showing twice as many enemy units as there actually are.	1.7	42
Spoofer	Forces doors open through means of sending constantly changing electrical pulses through the door.	0.9	41
Dumb AI	An AI that begins with five Trained Skills, Three +10 Skills, and one +20 Skill. AI cannot learn, gain experience, or Luck. The Characteristics of a Dumb AI do not gain improvements and cannot be upgraded through purchase. The Dumb AI gains all special Characteristic Abilities as the Smart AI. A Dumb AI still has personality.	0.2	5,000
Armor Restraint	An electro-magnetic immobilization device. This device will magnetically attach to any magnetic surface, though when attached to powered armor, such as MJOLNIR, the suit is restrained. The user of the immobilized armor cannot move, and can only talk. If the suit has shielding, it becomes visible.	0.2	1,000

STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
20	20	20	40	25	90	50	30	50	30

MEDICAL

EQUIPMENT	BENEFITS	WEIGHT	COST
[U] Medical Kit	A kit that offer all needed tools to perform medical actions on the battlefield. Comes with syringes, scalpels, gauze, tapes, gloves, bandages, scissors, and more.	1.7	10
[U] Artificial Robotic Limb	Bionic limb replacement. If limb takes 50 damage, it is destroyed. Has a natural Armor Rating of 5, which stacks to the armor that is being worn. It has no Toughness Modifier. For every 10 points of damage the arm takes, Actions with the arm are at a -5. If destroyed, the limb is useless or gone, depending on the severity of the damage taken. Post-2556, Artificial Robotic Limbs can be upgraded or received with a skin-mimicking layering. It mimics natural muscle and skin dynamics, while still being easily discerned as an artificial limb. Installation for the arm takes surgery to make sure the neural implantation system takes hold. If a Character does not have the standard Military neural implants, they must have one installed, at an extra cost of 100 cR.	2	120
[U] Biomedical Foam Canister (Biofoam)	The nozzle is placed into a wound and is filled with a single-use charge of expanding antiseptic foam that removes 2D5 Fatigue and remove all side-effects of one chosen Location of its Special Damage, not including broken and destroyed body parts. BioFoam also heals 3D5 Wounds, but removes their ability to naturally heal any Wounds or recover Fatigue until they receive an Extended Medical Test. Each time a Biofoam Canister is used after the first, it heals one less 1D5 for Fatigue and Wounds.	0.7	10
Medigel	A specialized rubbing-gel that heals minor injuries. Takes a Full Action to apply and does not come into effect until the beginning of the Character's next Turn. Heals 3 Wounds.	0.2	6
[U] Bone-Knitting Polymer	Seals broken bones over the course of 24 hours. Able to be used to heal broken and damaged body parts from Special Damage, as well. Extended Medical Tests will reduce this by 1 hour per Degrees of Success.	0.7	15
[U] Polypseudomorphine	Removes all of the Character's Fatigue, but makes the user unconscious for 2D10-Toughness Modifier in Hours. Comes with 10 uses.	0.1	4
[U] Self-Adhering Antiseptic Battle Dressings	A special antiseptic bandage wrap that will adhere to flesh and hold wounds shut. Reduces the Medic's Extended Actions for recovering wounds by 1D5 hours, to a minimum of 1. Can also be used to reduce Wound Aid time by 5D5 Minutes. Each purchase comes with 5 uses, and only one can be used on a Character per day.	0.7	5
Medical Scanner	Scans bodies to allow a Medic to see the character's Wounds, Fatigue, and any Special Damage.	1.1	15
[U] Morphine	Removes penalties due to joint damage and wounds for 1D5+Toughness Modifier hours. -20 Penalty To-Hit and for any Perception Tests. Each dose given to a player gives them 2 degrees of fatigue. 5 uses. Morphine allows the character to ignore Fatigue from bruising. Any more than Toughness Modifier + 2 doses will kill the character on a failed Toughness Check. If the check is passed, the character slips into a coma for 1D5 hours per every dose given.	0.1	5

Ocular Implant	Replaces the eye with a bionic neutrally connected system. Can be used with Smartlink devices. Destroyed if it takes 50 or more Damage, does not offer natural Armor or Toughness if struck.	0.2	20
Sterile Field Generator	Creates a sterile field in a radius of 2 meters. Stops possible infections and radiation. Gives +5 to medical rolls within the field. Only works if immobile.	1.2	40
[U] Thermal Blanket	Allows characters to stay warm in harsh colds.	0.2	3
Flash Clone Replacement	A user can get flash-clone replacements of limbs and organs. It takes 1 day for an organ and 30 days for a limb, due to building a structural and working bone and muscle layer. The Character must undergo surgery to have the limb properly attached, and a two-week healing process so the limb is not damaged. If the healing process is ignored, the arm will be at a constant -20 for any Actions, until repaired via second surgery. A Flash-cloned replacement takes a DNA sample to be cloned and runs no risk of transplant rejection.	--	Free
[U] Respirator Pack	Standard-issue emergency gear for UNSC naval personnel. This unit contains breathable oxygen for situations when the atmosphere is no longer breathable, such as contamination, hull breach or deliberate venting of atmosphere. Contains 5 hours of Oxygen. While this gear is not a full pressure suit, and thus will not protect against direct exposure to vacuum, it does contain a reservoir of oxygen that lasts an average of four hours, and can replenish itself in contact with breathable oxygen. A respirator pack supply air directly to a wearer, or features an adaptor to feed air to rebreather-equipped armor such as ODST BDUs or MJOLNIR armor.	4.5	30
[U] Magnetic Splint	Reduces any movement penalties from a broken or heavily damaged leg by half.	2.3	10
Rumble drug	An Insurrectionist-created Super-Soldier serum. It is ingested in a drug cocktail form and causes the user to ignore all forms of Fatigue, Shock, Fear, Special Damage Effects, and Unconsciousness. The user doubles their Strength, Toughness, and Agility Modifiers when figuring Damage Resistance, Movement Speed, and Melee damage. The character who took the Rumble drug rolls 2D10+Toughness Modifier (Before Rumble drug bonuses). The outcome of this test is how many hours they are able to live before taking massive side-effects. The following side-effects are taken when time is up. For every hour under the use of the drug, the user takes 1D10 permanent Toughness Characteristic Damage, 1D10 permanent Agility Damage, 1D10 permanent Strength Damage, and 1D10 permanent Intellect Damage. The user also takes a -1 permanent Wound Damage for every Run Movement and Half Action of melee attacks made.	1.1	--
[U] Dermacortic Steroids	Standard steroid drug that doubles the healing of wounds per one day, including bonuses given by medics and Medical Tests. Dangerous when used with other medication. If used with other Medication, wounds are still removed, but the character gains +10D10 Toughness Modifier levels of Fatigue. Effects last one day per use. Each bottle of Dermacortic has 10 uses.	0.5	20
Smoother Drug Kit	A specialized Smoother drug that calms the effects of Adrenaline Rush and Berserk within 1 Round. The Smoother Drug is able to halt all effects of Adrenaline Rush and Berserk for one day. Comes with 30 uses.	0.5	30
Long-Term Smoother	A single-use Smoother Drug that lasts 10 days. This can only be injected at a medical facility.	0.1	10
[U] Neuroglasgomycin	Neuroglasgomycin, otherwise known as the Counter-Glasgow Treatment, treats brain damage and counters the effects of being in a coma. Every dose given to a Character in a Coma will have their Coma reduced by the Character's Toughness Modifier + 1D5 in hours. A Character that takes more than 3 Doses in one day will have to make a Toughness Characteristic Test or gain 2D5 levels of Fatigue. Comes with 15 uses.	0.7	10
[U] Trauma Kit	A Medical Kit that contains Cauterizers, Hemostats, Cyanoacrylates, and a Skin Stapler. With a Full Action Medication Test, the Character is able to remove up to three chosen Special Damage Characteristic debuffs, such as lowered Toughness, or penalties to Actions.	1.2	25

WAR DOG									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
25	35	45	1	35	10	30	25	10	5
--	--	+4	MYTHIC CHARACTERISTICS						
WOUNDS			25		LUCK		2		
JUMP			1.5 Meters		LEAP		4		

55 centimeters (1'8 ft.) – 65 centimeters (2'1 ft.)
22 kilograms (49 lb.) – 40 kilograms (88 lb.)
SIZE: Small
The Dog has the Outstanding Olfactory Ability.

DOG CARRY WEIGHT

The average War Dog should never carry more than 30% of their body weight. The Average War Dog can safely carry up to 10.5 KG. Any more and the Dog will begin taking Fatigue for every Kilometer traveled.

DOG WALKING AND RIDING DISTANCE

The average Dog is able to travel upwards of 90 Kilometers a day. After this, Fatigue begins to set into the dog, 1D5 Fatigue every Kilometer traveled after.

The average Dog can Run for 6 hours straight without the need of rest. After the first 6 hours, Fatigue begins to set in, causing 1D5 levels of Fatigue for every hour without rest.

DOG MOVEMENT SPEED

Half Move	Full Move	Charge	Run
8	16	24	48

WAR DOG ATTACKS

War Dogs are trained for takedown and killing blows. The average War Dog is able to jump high enough to reach the throat of any Human or even Jiralhanae.

EXPERIENCE

The War Dog is able to gain Experience the same as any other Character. The GM must approve any possible Characteristic Advancement, Skill, or Ability taken. The Dog cannot take Educations. Dogs gain half the normal Experience gained.

PRICE

250 cR

RUSH

During a Charge or Run, the Dog leaps into the air, grabbing an Opponent's arm to jerk their entire body downward. The Dog performs a Warfare Melee Attack. Once connected, the Attack deals 2D10 + Strength Modifier Piercing Damage, with 4 Pierce.

Even if Damage was not made, the Dog may still attempt to pull the Opponent down with an Opposed Strength Test. If the Dog succeeds, the Opponent is dropped to the ground.

The Rush Attack is a Full Action that can only be made if Charging or Running.

TAKEDOWN

Without Charging or Rushing, the Dog attempts to latch onto and pull down an Opponent. This Attack is like Rush, but deals 1D10 + Strength Modifier Piercing Damage, with 4 Pierce.

Even if Damage was not made, the Dog may still attempt to pull the Opponent down with an Opposed Strength Test. If successful, the Dog will drop their Opponent to the ground.

BITE

A Dog's Bite is their standard Attack, dealing 1D10 + Strength Modifier Piercing Damage, with 4 Pierce. The average Dog is able to deal 2 Attacks per Half Action.

If the Dog is facing an Opponent who Is prone or knocked down, it is able to attack the jugular, a neck Sublocation, without Penalty. The Dog is able to deal 3D10 + Strength Modifier Piercing Damage, with 4 Pierce.

PULL

The Dog attempts to latch onto its Opponent with a Warfare Melee Test. If Successful, the Dog will deal 1D10 + Strength Modifier Pierce Attack, with 4 Pierce.

If the Dog landed the Attack, they're able to do a +10 Strength Test to Pull their Opponent 1 Meter in the direction of their choosing. The Dog may choose to keep hold of the Opponent to attempt another Pull next Round, while the Opponent may attempt to escape or Attack one-handed.

ARMOR

A Dog is able to be given Armor based on standard UNSC Battle Dress Uniforms and ODST Battle Dress Uniforms. These cost the same as the normal armor, but weigh 1/3rd of the armor they are given.

A Dog will act on its own, but with incredible loyalty to its master. A Dog will follow its master as much as possible and will heed most orders given. If a Dog understands that something would cause major harm to it, such as being ordered to jump across a gap it couldn't possibly cover, a Dog will not obey such an order.

Dogs are knowledgeable in multiple commands, which are shown in the list below.

COMMAND	ACTION TAKEN
Watch	The Dog will watch the location it's in for any intruders or known Opponents.
Drop It	The Dog will drop whatever it is holding.
Stay	The Dog will stay in its current position.
Fetch	The Dog will fetch a thrown item, or an item pointed at by the master.
Attack	The Dog will perform the most useful move it can think of with a given circumstance. If the Dog has proper distance, the Dog will open with a Rush Attack, else the Dog will most likely use a Takedown or Bite.
Specified Attack	Saying "Attack" and then an Attack name, the Dog will perform that specified Attack.
Heel	The Dog stops moving and will generally join up with the master if nearby.
Bark or Speak	The Dog will bark.
Here or Come	The Dog will rush to the master.
Up or Jump	The Dog will Jump up to a specified location or to the master or stop laying down.
No	The Dog will usually understand that the master is displeased with the Dog's current actions.
Pay Attention	Saying this, or the Dog's name, will cause the Dog to pay attention to the master.
Shame	The Dog understands that whatever it was doing is bad, will usually attempt to not do those actions anymore.
Down	The Dog will jump down from wherever it is at, if at an elevated position.
Sit	The Dog will sit in place.
Lay Down	The Dog will lay down in place.
Search	If given a specified object with a smell, the Dog will begin tracking for the whereabouts of the smell's source.
Go On	The Dog will perform a blind search, where it will alert its master of anything the Dog may view out of the ordinary or other Humans.
Go Forward	The Dog will begin to run ahead of the master in the general direction traveled and scout ahead.
Crawl	The Dog begins to crawl.
Shake	The Dog will shake hands.
Go Over	The Dog will jump over and clear obstacles ahead of it.
Good	The Dog understands that what it did pleased their master.
Dig	The Dog will begin digging in a specified location.

ARMORS AND BATTLE DRESS UNIFORMS

Armors of separate eras of the Halo Universe. If there is an armor set not listed in a later era, but was available in the previous, this just means that armor was never upgraded, and can still be taken.

Pre-Human-Covenant War Era

ARMOR	Size	Mass	Price	Armor Rating				Special Capability
				Head	Arms	Chest	Legs	
M50B Standard UNSC BDU	Human	11.9 kg	23 cR	**17**	18	19	18	
Vacuum UNSC BDU	Human	11.1 kg	37 cR	**16**	17	18	17	Vacuum Sealed: 60 minutes of Oxygen.
LV Lightweight Mobility UNSC BDU	Human	17.7 kg	120 cR	**16**	17	18	17	Mobility-boosting Exo-lining. +10 to Agility. Holds its own 17.7 kg weight.
EDB2 E.O.D UNSC BDU	Human	29 kg	95 cR	**17**	18	19	17	-10 Agility. Ignores Kill Radius damage increase and ignores 10 Pierce from Explosive weaponry.
M48M Medic UNSC BDU	Human	12.1 kg	76 cR	**18**	19	20	18	Comes with 1 Softcase, one Medical Kit, and one Sterile Field Generator. -5 to Evasion.
EFFU-B Fire Rescue Armor	Human	31.8 kg	120 cR	**20**	19	20	18	-20 Agility. Cannot catch fire. Vacuum Sealed: 15 minutes Oxygen. Half Damage from fire.
EXO/Atmospheric UNSC BDU	Human	17.5 kg	96 cR	**18**	18	19	19	Keeps the internal of the suit at a constant 72 degrees if possible. Allows the user to be in a vacuum and without oxygen for extended periods of time and is able to recycle oxygen as the user breathes. Has enough Oxygen to last 120 Minutes.
Military Police Battle Dress Uniform	Human	5.2 kg	12 Cr	**14**	15	15	15	

Human-Covenant War Era

ARMOR	Size	Mass	Price	Armor Rating				Special Capability
				Head	Arms	Chest	Legs	
M52B Standard UNSC BDU	Human	11.9 kg	23 cR	**18**	19	20	19	
Vacuum UNSC BDU	Human	11.2 kg	37 cR	**17**	17	19	17	Vacuum Sealed: 60 minutes of Oxygen.
LV-45 Lightweight Mobility UNSC BDU	Human	17.7 kg	120 cR	**16**	17	18	18	Mobility-boosting Exo-lining. +10 to Agility. Holds its own 17.7 kg weight.
ED4 E.O.D UNSC BDU	Human	29 kg	95 cR	**17**	19	19	18	-10 Agility. Ignores Kill Radius damage increase and ignores 10 Pierce from Explosive weaponry.
M52M Medic UNSC BDU	Human	12.1 kg	96 cR	**18**	19	20	20	Comes with 1 Softcase, one Medical Kit, and one Sterile Field Generator.
EUG-FFB Fire Rescue Armor	Human	31.8 kg	120 cR	**20**	19	20	19	-20 Agility. Cannot catch fire. Vacuum Sealed: 15 minutes Oxygen. Half Damage from fire.
CBE Cross-Branch UNSC BDU	Human	12 kg	98 cR	**19**	20	20	20	
EXO/Atmospheric UNSC BDU	Human	17.5 kg	96 cR	**18**	19	20	19	Keeps the internal of the suit at a constant 72 degrees if possible. Allows the user to be in a vacuum and without oxygen for extended periods of time and is able to recycle oxygen as the user breathes. Has enough Oxygen to last 120 Minutes.
Military Police Battle Dress Uniform	Human	5.2 kg	12 Cr	**15**	15	16	15	
LR/Sniper BDU	Human	12.2 kg	150 cR	**18**	18	19	17	Has a specialized built-in Spotting System for Snipers. User gains +10 when taking Aim Actions against Targets beyond 500 Meters.

Post-War Era

ARMOR	SIZE	MASS	PRICE	ARMOR RATING				SPECIAL CAPABILITY
				Head	Arms	Chest	Legs	
M53 Standard UNSC BDU	Human	12.2 kg	23 cR	**19**	19	20	20	
Vacuum UNSC BDU	Human	11.7 kg	37 cR	**18**	19	20	19	Vacuum Sealed: 60 minutes of Oxygen.
LV-50 Lightweight Mobility UNSC BDU	Human	17.1 kg	120 cR	**19**	19	20	20	Mobility-boosting Exo-lining. +10 to Agility. Carries its own 17.1 kg weight.
EDE1 E.O.D UNSC BDU	Human	29 kg	95 cR	**18**	19	19	18	-10 Agility. Ignores Kill Radius damage increase and ignores 10 Pierce from Explosive weaponry.
M53M1 Medic UNSC BDU	Human	16.1 kg	99 cR	**19**	19	21	20	Comes with 1 Softcase, one Medical Kit, and one Sterile Field Generator.
EUG-FRB2 Fire Rescue Armor	Human	34.8 kg	120 cR	**19**	19	21	20	-20 Agility. Cannot catch fire. Vacuum Sealed: 15 minutes Oxygen. Half Damage from fire
CBE Cross-Branch UNSC BDU	Human	12.7 kg	98 cR	**19**	20	21	20	
EXO/Atmospheric UNSC BDU	Human	18.1 kg	96 cR	**19**	20	20	19	Keeps the internal of the suit at a constant 72 degrees if possible. Allows the user to be in a vacuum and without oxygen for extended periods of time and is able to recycle oxygen as the user breathes. Has enough Oxygen to last 120 Minutes.
Officer's Upgraded UNSC BDU	Human	11.8	300 cR	**20**	20	21	20	
Communications UNSC BDU	Human	12.1 kg	86 cR	**19**	20	20	20	Built in Radio Backpack with Covenant Translation Software
Military Police Battle Dress Uniform	Human	5.2 kg	12 cR	**15**	16	16	15	
LR/Sniper BDU	Human	12.2 kg	150 cR	**18**	19	19	18	Has a specialized built-in Spotting System for Snipers. User gains +10 when taking Aim Actions against Targets beyond 500 Meters.

POLICE ARMOR

ARMOR	SIZE	MASS	PRICE	ARMOR RATING				SPECIAL CAPABILITY
				Head	Arms	Chest	Legs	
Standard Police Battle Dress Uniform	Human	7.7 kg	15 cR	**17**	16	18	16	-5 Penalty to Evasion. No Police and Civilian upcharge.
Riot Suppression Armor	Human	11 kg	37 cR	**19**	19	20	19	-10 Penalty to Evasion. Ignores half of Base Damage from melee Attacks. No Police and Civilian upcharge.
Police Rapid Response Armor	Human	8.4 kg	45 cR	**19**	18	19	18	-5 Penalty to Evasion. No Police and Civilian upcharge.

STANDARD ODST BATTLE DRESS UNIFORM			PRICE: 300 cR			
Size	Mass	Material	Armor Rating			
			Head	Arms	Chest	Legs
Normal	26 kg	Ceramic-Titanium Composite Plating	**20**	19	20	19

Suit Special Abilities	
VISR Battlenet HUB	Proprietary Data Management suit links into UEG, CAA and UNSC infrastructures. Includes HUD systems and radars.
Kevlar Undersuit	Offers better protection to the user. If struck in an unarmored location that is not the Head, the User counts as having an Armor Value of 10.
Temperature Regulator	Protects the user from harsher conditions and plasma.
Vacuum Regulator and Oxygen Recycler	Allows the user to be in a vacuum and without oxygen for extended periods of time and is able to recycle oxygen as the user breathes. Has enough Oxygen to last 120 Minutes.
Rucksack	An armored M/LBE Hard Case armored backpack.
Timeline	All ODST BDUs are given +1 Armor to all Armor Locations when the timeline is set after the Human-Covenant War.
Thermal Cooling	Hides the user from thermal scanners.

ODST/TAC BATTLE DRESS UNIFORM						PRICE: 200 cR
Size	Mass	Material	Armor Rating			
			Head	Arms	Chest	Legs
Normal	15 kg	Ceramic-Titanium Composite Plating	**20**	18	19	18
Suit Special Abilities						
VISR Battlenet HUB	Proprietary Data Management suit links into UEG, CAA and UNSC infrastructures. Includes HUD systems and radars.					
Kevlar Undersuit	Offers better protection to the user. If struck in an unarmored location that is not the Head, the User counts as having an Armor Value of 10.					
Temperature Regulator	Protects the user from harsher conditions and plasma.					
Vacuum Regulator and Oxygen Recycler	Allows the user to be in a vacuum and without oxygen for extended periods of time and is able to recycle oxygen as the user breathes. Has enough Oxygen to last 120 Minutes.					
Rucksack	An armored M/LBE Hard Case armored backpack.					
Timeline	All ODST BDUs are given +1 Armor to all Armor Locations when the timeline is set after the Human-Covenant War.					
Thermal Cooling	Hides the user from thermal scanners.					

SHARP SHOOTER ODST BATTLE DRESS UNIFORM						PRICE: 300 cR
Size	Mass	Material	Armor Rating			
			Head	Arms	Chest	Legs
Normal	27 kg	Ceramic-Titanium Composite Plating	**21**	20	19	18
Suit Special Abilities						
VISR Battlenet HUB	Proprietary Data Management suit links into UEG, CAA and UNSC infrastructures. Includes HUD systems and radars.					
Kevlar Undersuit	Offers better protection to the user. If struck in an unarmored location that is not the Head, the User counts as having an Armor Value of 10.					
Temperature Regulator	Protects the user from harsher conditions and plasma.					
Vacuum Regulator and Oxygen Recycler	Allows the user to be in a vacuum and without oxygen for extended periods of time and is able to recycle oxygen as the user breathes. Has enough Oxygen to last 120 Minutes.					
Rucksack	An armored M/LBE Hard Case armored backpack.					
Timeline	All ODST BDUs are given +1 Armor to all Armor Locations when the timeline is set after the Human-Covenant War.					
Thermal Cooling	Hides the user from thermal scanners.					
Infrared Goggles	The Sharp Shooter helmet comes with a built-in pair of Infrared Goggles. These give the Character a +15 Bonus to opposing Camouflage Tests, while also halving all Penalties from Darkness.					

ODST/UA Personal Protection Battle Dress Uniform						PRICE: 300 cR
Size	Mass	Material	Armor Rating			
			Head	Arms	Chest	Legs
Normal	31 kg	Ceramic-Titanium Composite Plating	**21**	22	22	21
Suit Special Abilities						
VISR Battlenet HUB	Proprietary Data Management suit links into UEG, CAA and UNSC infrastructures. Includes HUD systems and radars.					
Kevlar Undersuit	Offers better protection to the user. If struck in an unarmored location that is not the Head, the User counts as having an Armor Value of 10.					
Temperature Regulator	Protects the user from harsher conditions and plasma.					
Vacuum Regulator and Oxygen Recycler	Allows the user to be in a vacuum and without oxygen for extended periods of time and is able to recycle oxygen as the user breathes. Has enough Oxygen to last 120 Minutes.					
Rucksack	An armored M/LBE Hard Case armored backpack.					
Timeline	All ODST BDUs are given +1 Armor to all Armor Locations when the timeline is set after the Human-Covenant War.					
Thermal Cooling	Hides the user from thermal scanners.					
Bulky	This Armor is bulky, giving a -5 Penalty to Reflex Tests and a -10 Penalty to the Character's Agility.					
UU-PPE Demolitions	The suit contains a specialized layer of Titanium-A composite plating used for Demolitions. Ignores Kill Radius damage increase and ignores 10 Pierce from Explosive weaponry.					

ODST ONI/S-1 Recon Battle Dress Uniform						PRICE: 300 cR
Size	**Mass**	**Material**	**Armor Rating**			
Normal	18 kg	Ceramic-Titanium Composite Plating	**Head**	**Arms**	**Chest**	**Legs**
			20	18	19	18
Suit Special Abilities						
VISR Battlenet HUB	Proprietary Data Management suit links into UEG, CAA and UNSC infrastructures. Includes HUD systems and radars.					
Kevlar Undersuit	Offers better protection to the user. If struck in an unarmored location that is not the Head, the User counts as having an Armor Value of 10.					
Temperature Regulator	Protects the user from harsher conditions and plasma.					
Vacuum Regulator and Oxygen Recycler	Allows the user to be in a vacuum and without oxygen for extended periods of time and is able to recycle oxygen as the user breathes. Has enough Oxygen to last 120 Minutes.					
Rucksack	An armored M/LBE Hard Case armored backpack.					
Timeline	All ODST BDUs are given +1 Armor to all Armor Locations when the timeline is set after the Human-Covenant War.					
Thermal Cooling	Hides the user from thermal scanners.					
ONI/S-1 Recon	This Armor is incredibly light, using experimental new lightweight plating. This suit gives the User a +10 Bonus to Camouflage Tests.					

ODST UVH-BA Recon Battle Dress Uniform						PRICE: 300 cR
Size	**Mass**	**Material**	**Armor Rating**			
Normal	25 kg	Ceramic-Titanium Composite Plating	**Head**	**Arms**	**Chest**	**Legs**
			20	19	20	19
Suit Special Abilities						
VISR Battlenet HUB	Proprietary Data Management suit links into UEG, CAA and UNSC infrastructures. Includes HUD systems and radars.					
Kevlar Undersuit	Offers better protection to the user. If struck in an unarmored location that is not the Head, the User counts as having an Armor Value of 10.					
Temperature Regulator	Protects the user from harsher conditions and plasma.					
Vacuum Regulator and Oxygen Recycler	Allows the user to be in a vacuum and without oxygen for extended periods of time and is able to recycle oxygen as the user breathes. Has enough Oxygen to last 120 Minutes.					
Rucksack	An armored M/LBE Hard Case armored backpack.					
Timeline	All ODST BDUs are given +1 Armor to all Armor Locations when the timeline is set after the Human-Covenant War.					
Thermal Cooling	Hides the user from thermal scanners.					
UVH-BA	A lighter suit with less plating to give room for a small exoskeletal support system. This system gives the Character a +5 Bonus to Agility.					

ODST NIGHTFALL Battle Dress Uniform						PRICE: 300 cR
Size	**Mass**	**Material**	**Armor Rating**			
Normal	28 kg	Ceramic-Titanium Composite Plating	**Head**	**Arms**	**Chest**	**Legs**
			20	20	20	20
Suit Special Abilities						
VISR Battlenet HUB	Proprietary Data Management suit links into UEG, CAA and UNSC infrastructures. Includes HUD systems and radars.					
Kevlar Undersuit	Offers better protection to the user. If struck in an unarmored location that is not the Head, the User counts as having an Armor Value of 10.					
Temperature Regulator	Protects the user from harsher conditions and plasma.					
Vacuum Regulator and Oxygen Recycler	Allows the user to be in a vacuum and without oxygen for extended periods of time and is able to recycle oxygen as the user breathes. Has enough Oxygen to last 120 Minutes.					
Rucksack	An armored M/LBE Hard Case armored backpack.					
Timeline	All ODST BDUs are given +1 Armor to all Armor Locations when the timeline is set after the Human-Covenant War.					
Thermal Cooling	Hides the user from thermal scanners.					
Freefall Assistance Microskeleton	The FAM, or Freefall Assistance Microskeleton, is a mechanical series of shock absorbers and minor exoskeletal systems that allow the Character to take only 1/4th of all Falling Damage.					

ODST/HVY Heavy Battle Dress Uniform						PRICE: 500 cR
Size	**Mass**	**Material**	**Armor Rating**			
			Head	**Arms**	**Chest**	**Legs**
Normal	45 kg	Ceramic-Titanium Composite Plating	**23**	24	24	24
Suit Special Abilities						
VISR Battlenet HUB	Proprietary Data Management suit links into UEG, CAA and UNSC infrastructures. Includes HUD systems and radars.					
Kevlar Undersuit	Offers better protection to the user. If struck in an unarmored location that is not the Head, the User counts as having an Armor Value of 10.					
Temperature Regulator	Protects the user from harsher conditions and plasma.					
Vacuum Regulator and Oxygen Recycler	Allows the user to be in a vacuum and without oxygen for extended periods of time and is able to recycle oxygen as the user breathes. Has enough Oxygen to last 120 Minutes.					
Rucksack	An armored M/LBE Hard Case armored backpack.					
Timeline	All ODST BDUs are given +1 Armor to all Armor Locations when the timeline is set after the Human-Covenant War.					
Thermal Cooling	Hides the user from thermal scanners.					
Bulky	This Armor is heavy, giving a -10 Penalty to the Character's Agility, and -10 to any Reaction Test.					

ODST/DEMO Demolitions Battle Dress Uniform						PRICE: 500 cR
Size	**Mass**	**Material**	**Armor Rating**			
			Head	**Arms**	**Chest**	**Legs**
Normal	30 kg	Ceramic-Titanium Composite Plating	**20**	19	20	19
Suit Special Abilities						
VISR Battlenet HUB	Proprietary Data Management suit links into UEG, CAA and UNSC infrastructures. Includes HUD systems and radars.					
Kevlar Undersuit	Offers better protection to the user. If struck in an unarmored location that is not the Head, the User counts as having an Armor Value of 10.					
Temperature Regulator	Protects the user from harsher conditions and plasma.					
Vacuum Regulator and Oxygen Recycler	Allows the user to be in a vacuum and without oxygen for extended periods of time and is able to recycle oxygen as the user breathes. Has enough Oxygen to last 120 Minutes.					
Rucksack	An armored M/LBE Hard Case armored backpack.					
Timeline	All ODST BDUs are given +1 Armor to all Armor Locations when the timeline is set after the Human-Covenant War.					
Thermal Cooling	Hides the user from thermal scanners.					
Bulky	This Armor is bulky, giving a -5 Penalty to Reflex Tests and a -10 Penalty to the Character's Agility.					
Demolitions	The suit contains a specialized layer of Titanium-A composite plating used for Demolitions. Halves all Damage and Pierce from weapons with Blast and/or Kill Special Rules, unless from a weapon's ammunition that has gained the Blast Special Rule from modified ammunition.					

ODST/COMM BATTLE DRESS UNIFORM						PRICE: 400 cR
Size	**Mass**	**Material**	**Armor Rating**			
			Head	**Arms**	**Chest**	**Legs**
Normal	28 kg	Ceramic-Titanium Composite Plating	**20**	19	20	19
Suit Special Abilities						
VISR Battlenet HUB	Proprietary Data Management suit links into UEG, CAA and UNSC infrastructures. Includes HUD systems and radars.					
Kevlar Undersuit	Offers better protection to the user. If struck in an unarmored location that is not the Head, the User counts as having an Armor Value of 10.					
Temperature Regulator	Protects the user from harsher conditions and plasma.					
Vacuum Regulator and Oxygen Recycler	Allows the user to be in a vacuum and without oxygen for extended periods of time and is able to recycle oxygen as the user breathes. Has enough Oxygen to last 120 Minutes.					
Rucksack	An armored M/LBE Hard Case armored backpack.					
Timeline	All ODST BDUs are given +1 Armor to all Armor Locations when the timeline is set after the Human-Covenant War.					
Thermal Cooling	Hides the user from thermal scanners.					
Communications Unit	The ODST's armor acts as a transmission booster, doubling the range and strength of any data and voice transmission the Character makes. This also makes the communication options of the Character immune to any type of EMP or jamming device.					

SPI-ODST Battle Dress Uniform						PRICE: 450 cR
Size	**Mass**	**Material**	**Armor Rating**			
			Head	**Arms**	**Chest**	**Legs**
Normal	28 kg	Ceramic-Titanium Composite Plating	**19**	18	20	18

Suit Special Abilities	
VISR Battlenet HUB	Proprietary Data Management suit links into UEG, CAA and UNSC infrastructures. Includes HUD systems and radars.
Kevlar Undersuit	Offers better protection to the user. If struck in an unarmored location that is not the Head, the User counts as having an Armor Value of 10.
Temperature Regulator	Protects the user from harsher conditions and plasma.
Vacuum Regulator and Oxygen Recycler	Allows the user to be in a vacuum and without oxygen for extended periods of time and is able to recycle oxygen as the user breathes. Has enough Oxygen to last 120 Minutes.
Rucksack	An armored M/LBE Hard Case armored backpack.
Timeline	All ODST BDUs are given +1 Armor to all Armor Locations when the timeline is set after the Human-Covenant War.
Thermal Cooling	Hides the user from thermal scanners.
Photo-Reactive Panels	The Battle Dress Uniform is fitted with black panels that shift light to conceal the user. This gives the Character a +40 Bonus to Camouflage.

MEDICAL ODST BATTLE DRESS UNIFORM						PRICE: 350 cR
Size	**Mass**	**Material**	**Armor Rating**			
			Head	**Arms**	**Chest**	**Legs**
Normal	27 kg	Ceramic-Titanium Composite Plating	**21**	18	20	18
Suit Special Abilities						
VISR Battlenet HUB	Proprietary Data Management suit links into UEG, CAA and UNSC infrastructures. Includes HUD systems and radars.					
Kevlar Undersuit	Offers better protection to the user. If struck in an unarmored location that is not the Head, the User counts as having an Armor Value of 10.					
Temperature Regulator	Protects the user from harsher conditions and plasma.					
Vacuum Regulator	Allows the user to be in a vacuum and without oxygen for extended periods of time. Has enough Oxygen to last 90 Minutes.					
Rucksack	An armored M/LBE Hard Case armored backpack.					
Timeline	All ODST BDUs are given +1 Armor to all Armor Locations when the timeline is set after the Human-Covenant War.					
Oxygen Recycler	Recycles oxygen used and stores oxygen to increase breathable air by 15 minutes. A total of 30 minutes with Vacuum Regulators.					
Thermal Cooling	Hides the user from thermal scanners.					
Medical Rucksack Extension	A Medical extension to the ODST Rucksack that can hold up to two Medical Kits, 10 Biofoam Canisters, and 10 sets of medication of the Player's choice. Adds on to the M/LBE Hard Case Armored Backpack that comes with ODST BDU.					

UNSC Black Body Suit						PRICE: 175 cR
Size	**Mass**	**Material**	**Armor Rating**			
			Head	**Arms**	**Chest**	**Legs**
Normal	8 kg	Ceramic-Titanium Composite Plating	**16**	17	16	17
Suit Special Abilities						
VISR Battlenet HUB	Proprietary Data Management suit links into UEG, CAA and UNSC infrastructures. Includes HUD systems and radars.					
Kevlar Undersuit	Offers better protection to the user. If struck in an unarmored location that is not the Head, the User counts as having an Armor Value of 10.					
Temperature Regulator	Protects the user from harsher conditions and plasma.					
Vacuum Regulator	Allows the user to be in a vacuum and without oxygen for extended periods of time. Has enough Oxygen to last 90 Minutes.					
Rucksack	An armored M/LBE Hard Case armored backpack.					
Timeline	The Black Body Suit is given +1 Armor to all Armor Locations when the timeline is set after the Human-Covenant War.					
Oxygen Recycler	Recycles oxygen used and stores oxygen to increase breathable air by 15 minutes. A total of 30 minutes with Vacuum Regulators.					
Thermal Cooling	Hides the user from thermal scanners.					
Hybrid Black-Surfacing Paneling	A pitch-black suit that reflects no lighting. Paneling can be altered to partially take hues of the User's surroundings. This gives the User a +10 Bonus to Camouflage when in the dark and low-light.					

EARLY MJOLNIR EXOSKELETON PROTOTYPES

ARMOR	Size	Mass	Max Speed	Price	Armor Rating				Special Capability
					Head	**Arms**	**Chest**	**Legs**	
Mjolnir Materials Prototype Mark 1 Exoskeleton	Human	1900 kg	Half Move	1200 cR	**11**	11	11	11	This armor stacks on whatever is worn. The suit is able to be run at user's Half Move. Suit gives +2 Mythic Strength. 50 Turns of actions made while in Armor before power is depleted.
Mjolnir Materials Prototype Mark 2 Exoskeleton	Human	1600 kg	Full Move	1600 cR	**12**	12	12	12	This armor stacks on whatever is worn. The suit is able to be run at user's Full Move. Suit gives +2 Mythic Strength. 75 Turns of actions made while in Armor before power is depleted.
Mjolnir Materials Prototype Mark 3 Exoskeleton	Human	1,300 kg	Full Move	2000 cR	**13**	13	13	13	This armor stacks on whatever is worn. The suit is able to be run at user's Full Move. Suit gives +3 Mythic Strength. 100 Turns of actions made while in Armor before power is depleted.

Mark I Semi-Powered Infiltration Armor (SPI)						PRICE: 450 cR
Size	**Mass**	**Material**	**Armor Rating**			
Normal	57 kg	Ceramic-Titanium Composite Plating	**Head**	**Arms**	**Chest**	**Legs**
			19	19	20	18
Suit Special Abilities						
VISR Battlenet HUB	Proprietary Data Management suit links into UEG, CAA and UNSC infrastructures. Includes HUD systems and radars.					
Liquid Nanocrystals	Offers increased protection to the user. If struck in an unarmored location that is not the head, the user counts as having an Armor Rating of 13.					
Temperature Regulator	Protects the user from harsher conditions and plasma.					
Vacuum Regulator	Allows the user to be in a vacuum and without oxygen for extended periods of time. Has enough Oxygen to last 90 Minutes.					
Rucksack	An armored M/LBE Hard Case armored backpack.					
Oxygen Recycler	Recycles oxygen used and stores oxygen to increase breathable air by 15 minutes. A total of 30 minutes with Vacuum Regulators.					
Thermal Cooling	Hides the user from thermal scanners.					
Photo-Reactive Panels	The Battle Dress Uniform is fitted with panels that shift light to conceal the user. This gives the Character a +30 Bonus to Camouflage.					
Force-Amplified Gauntlets	The SPI Armor comes with a built-in set of Force-Amplified Gauntlets. Force-Amplified Gauntlets give the Character a +2 to Mythic Strength when figuring Attacks based on punching and weapon-based melee Attacks.					

Mark II Semi-Powered Infiltration Armor (SPI)						PRICE: 500 cR
Size	**Mass**	**Material**	**Armor Rating**			
Normal	58 kg	Ceramic-Titanium Composite Plating	**Head**	**Arms**	**Chest**	**Legs**
			20	20	21	18
Suit Special Abilities						
VISR Battlenet HUB	Proprietary Data Management suit links into UEG, CAA and UNSC infrastructures. Includes HUD systems and radars.					
Liquid Nanocrystals	Offers increased protection to the user. If struck in an unarmored location that is not the head, the user counts as having an Armor Rating of 13.					
Temperature Regulator	Protects the user from harsher conditions and plasma.					
Vacuum Regulator	Allows the user to be in a vacuum and without oxygen for extended periods of time. Has enough Oxygen to last 90 Minutes.					
Rucksack	An armored M/LBE Hard Case armored backpack.					
Oxygen Recycler	Recycles oxygen used and stores oxygen to increase breathable air by 15 minutes. A total of 30 minutes with Vacuum Regulators.					
Thermal Cooling	Hides the user from thermal scanners.					
Photo-Reactive Panels	The Battle Dress Uniform is fitted with panels that shift light to conceal the user. This gives the Character a +50 Bonus to Camouflage.					
Force-Amplified Gauntlets	The SPI Armor comes with a built-in set of Force-Amplified Gauntlets. Force-Amplified Gauntlets give the Character a +2 to Mythic Strength when figuring Attacks based on punching and weapon-based melee Attacks.					

Headhunter Variant Mark II Semi-Powered Infiltration Armor						PRICE: 600 cR
Size	**Mass**	**Material**	**Armor Rating**			
Normal	58 kg	Ceramic-Titanium Composite Plating	**Head**	**Arms**	**Chest**	**Legs**
			20	20	21	18
SHIELD INTEGRITY	150	**RECHARGE DELAY**	2	**RECHARGE RATE**	50	
Suit Special Abilities						
VISR Battlenet HUB	Proprietary Data Management suit links into UEG, CAA and UNSC infrastructures. Includes HUD systems and radars.					
Liquid Nanocrystals	Offers increased protection to the user. If struck in an unarmored location that is not the head, the user counts as having an Armor Rating of 13.					
Temperature Regulator	Protects the user from harsher conditions and plasma.					
Vacuum Regulator	Allows the user to be in a vacuum and without oxygen for extended periods of time. Has enough Oxygen to last 90 Minutes.					
Rucksack	An armored M/LBE Hard Case armored backpack.					
Oxygen Recycler	Recycles oxygen used and stores oxygen to increase breathable air by 15 minutes. A total of 30 minutes with Vacuum Regulators.					
Thermal Cooling	Hides the user from thermal scanners.					
Photo-Reactive Panels	The Battle Dress Uniform is fitted with panels that shift light to conceal the user. This gives the Character a +50 Bonus to Camouflage.					
Force-Amplified Gauntlets	The SPI Armor comes with a built-in set of Force-Amplified Gauntlets. Force-Amplified Gauntlets give the Character a +2 to Mythic Strength when figuring Attacks based on punching and weapon-based melee Attacks.					
Shield Consumption	When the Photo-Reactive Panels are active, the SPI Armor's Recharge Rate is halved and the Recharge Delay is doubled.					

MJOLNIR ARMORS

Mjolnir Mark IV Powered Assault Armor								
Size	**Mass**	**Material**	**Armor Rating**				**Strength Modifier**	**Agility Modifier**
			Head	**Arms**	**Chest**	**Legs**		
Large	453 kg	Titanium Alloy	**25**	25	26	25	+10 Strength +1 Mythic Strength	+5 Agility +1 Mythic Agility
Suit Special Abilities								
Temperature Regulation	The suit will always attempt to regulate temperatures to be a mild 72 degrees.							
Onboard Computer	This onboard computer allows communication and information trading amongst the battlefield and UNSC/ONI.							
Liquid Nanocrystals	Offers increased protection to the user. If struck in an unarmored location that is not the head, the user counts as having an Armor Rating of 13.							
Vacuum and Oxygen Regulation	Allows the user to be in a vacuum and without oxygen for extended periods of time. Has enough Oxygen to last 90 Minutes.							
Reactive Metal Liquid Crystals	This offers the Spartans the Strength and Agility multipliers given by the suit. Takes no fall damage from up to 600 Meters. Halves all Fall Damage that is taken.							
Heads-up Display / VISR	Allows the users to see important battle statistics and information on the allies and enemies nearby. Includes the Motion Tracker radar.							
Battlenet HUB	Allows the users to see important battle statistics and information on the allies and enemies nearby. Includes a radar.							
Biofoam Injector Port	The suit allows for the insertion of Biofoam using Biofoam Injection Modules. These Modules are ports in the armor that a Biofoam canister can attach to so the Character may apply Biofoam.							
EVA System	Thrusters that allow the User to control their movements in zero gravity. Allows the User to turn 360 degrees in zero gravity in a Full Action. This removes any basic Penalties given from zero gravity scenarios. Full Move speed of 12 Meters. Has magnified Boots for improved movement and the capability of walking on metallic surfaces.							
Variants	Mjolnir armor have specialized variants that can be chosen from. These variants can augment Special Abilities, Characteristics, and even Skills, while some can come with Equipment and Attachments.							

Mjolnir Mark V Powered Assault Armor								
Size	**Mass**	**Material**	**Armor Rating**				**Strength Modifier**	**Agility Modifier**
			Head	**Arms**	**Chest**	**Legs**		
Large	226 kg	Titanium Alloy	**26**	26	26	26	+15 Strength +2 Mythic Strength	+5 Agility +1 Mythic Agility
SHIELD INTEGRITY	125		**RECHARGE DELAY**		3		**RECHARGE RATE**	25
Suit Special Abilities								
Temperature Regulation	The suit will always attempt to regulate temperatures to be a mild 72 degrees.							
Onboard Computer	This onboard computer allows communication and information trading amongst the battlefield and UNSC/ONI. If an AI is onboard, the AI can use their Full Action to boost the Spartan's Mythic Agility by +2 for one Full Action. This can only be taken as a Combined Action.							
Liquid Nanocrystals	Offers increased protection to the user. If struck in an unarmored location that is not the head, the user counts as having an Armor Rating of 13.							
Vacuum and Oxygen Regulation	Allows the user to be in a vacuum and without oxygen for extended periods of time. Has enough Oxygen to last 90 Minutes.							
Reactive Metal Liquid Crystals	This offers the Spartans the Strength and Agility multipliers given by the suit. Takes no fall damage from up to 600 Meters. Halves all Fall Damage that is taken.							
Heads-up Display / VISR	Allows the users to see important battle statistics and information on the allies and enemies nearby. Includes the Motion Tracker radar.							
Battlenet HUB	Allows the users to see important battle statistics and information on the allies and enemies nearby. Includes a radar.							
Biofoam Injector	When serious injuries are taken, the suit automatically applies Biofoam. Has five uses before recharge between missions. Counts as having 5 Intellect Modifier for application. Contains a port to recharge uses with Biofoam canisters.							
EVA System	Thrusters that allow the User to control their movements in zero gravity. Allows the User to turn 360 degrees in zero gravity in a Full Action. This removes any basic Penalties given from zero gravity scenarios. Full Move speed of 12 Meters. Has magnified Boots for improved movement and the capability of walking on metallic surfaces.							
Variants	Mjolnir armor have specialized variants that can be chosen from. These variants can augment Special Abilities, Characteristics, and even Skills, while some can come with Equipment and Attachments.							
Self-Destruct	The armor is able to have its Self-Destruct activated when the user is confirmed to be deceased. Anything within Blast (10) is instantly killed with no possibility of survival unless a Luck point is burnt. Everything within a Blast (30) radius takes 4D10 + 12 Damage with a Pierce of 40.							

Mjolnir Mark VI Powered Assault Armor									
Size	**Mass**	**Material**	**Armor Rating**				**Strength Modifier**	**Agility Modifier**	
Large	220 kg	Titanium Alloy	**Head**	**Arms**	**Chest**	**Legs**	+20 Strength	+5 Agility	
			27	26	27	26	+2 Mythic Strength	+1 Mythic Agility	
SHIELD INTEGRITY	125		**RECHARGE DELAY**		2		**RECHARGE RATE**	50	
Suit Special Abilities									
Temperature Regulation	The suit will always attempt to regulate temperatures to be a mild 72 degrees.								
Onboard Computer	This onboard computer allows communication and information trading amongst the battlefield and UNSC/ONI. If an AI is onboard, the AI can use their Full Action to boost the Spartan's Mythic Agility by +2 for one Full Action. This can only be taken as a Combined Action.								
Liquid Nanocrystals	Offers increased protection to the user. If struck in an unarmored location that is not the head, the user counts as having an Armor Rating of 13.								
Vacuum and Oxygen Regulation	Allows the user to be in a vacuum and without oxygen for extended periods of time. Has enough Oxygen to last 90 Minutes.								
Reactive Metal Liquid Crystals	This offers the Spartans the Strength and Agility multipliers given by the suit. Takes no fall damage from up to 600 Meters. Halves all Fall Damage that is taken.								
Heads-up Display / VISR	Allows the users to see important battle statistics and information on the allies and enemies nearby. Includes the Motion Tracker radar.								
Battlenet HUB	Allows the users to see important battle statistics and information on the allies and enemies nearby. Includes a radar.								
Biofoam Injector	When serious injuries are taken, the suit automatically applies Biofoam. Has five uses before recharge between missions. Counts as having 5 Intellect Modifier for application. Contains a port to recharge uses with Biofoam canisters.								
EVA System	Thrusters that allow the User to control their movements in zero gravity. Allows the User to turn 360 degrees in zero gravity in a Full Action. This removes any basic Penalties given from zero gravity scenarios. Full Move speed of 12 Meters. Has magnified Boots for improved movement and the capability of walking on metallic surfaces.								
Improved Motion Tracker	An upgraded Motion Tracker that doubles the distance of the Radar. Includes a Thermal Sensor for finding hidden targets, giving a +20 Bonus to Opposed Tests involving an Opponent's Camouflage.								
Variants	Mjolnir armor have specialized variants that can be chosen from. These variants can augment Special Abilities, Characteristics, and even Skills, while some can come with Equipment and Attachments.								
Self-Destruct	The armor is able to have its Self-Destruct activated when the user is confirmed to be deceased. Anything within Blast (10) is instantly killed with no possibility of survival unless a Luck point is burnt. Everything within a Blast (30) radius takes 4D10 + 12 Damage with a Pierce of 40.								

Mjolnir Mark VII Prototype Powered Assault Armor									
Size	**Mass**	**Material**	**Armor Rating**				**Strength Modifier**	**Agility Modifier**	
Large	220 kg	Titanium Alloy	**Head**	**Arms**	**Chest**	**Legs**	+20 Strength	+5 Agility	
			27	26	27	26	+2 Mythic Strength	+1 Mythic Agility	
SHIELD INTEGRITY	150		**RECHARGE DELAY**		2		**RECHARGE RATE**	50	
Suit Special Abilities									
Temperature Regulation	The suit will always attempt to regulate temperatures to be a mild 72 degrees.								
Onboard Computer	This onboard computer allows communication and information trading amongst the battlefield and UNSC/ONI. If an AI is onboard, the AI can use their Full Action to boost the Spartan's Mythic Agility by +2 for one Full Action. This can only be taken as a Combined Action.								
Liquid Nanocrystals	Offers increased protection to the user. If struck in an unarmored location that is not the head, the user counts as having an Armor Rating of 13.								
Vacuum and Oxygen Regulation	Allows the user to be in a vacuum and without oxygen for extended periods of time. Has enough Oxygen to last 90 Minutes.								
Reactive Metal Liquid Crystals	This offers the Spartans the Strength and Agility multipliers given by the suit. Takes no fall damage from up to 600 Meters. Halves all Fall Damage that is taken.								
Heads-up Display / VISR	Allows the users to see important battle statistics and information on the allies and enemies nearby. Includes the Motion Tracker radar.								
Battlenet HUB	Allows the users to see important battle statistics and information on the allies and enemies nearby. Includes a radar.								
Biofoam Injector	When serious injuries are taken, the suit automatically applies Biofoam. Has five uses before recharge between missions. Counts as having 5 Intellect Modifier for application. Contains a port to recharge uses with Biofoam canisters.								
EVA System	Thrusters that allow the User to control their movements in zero gravity. Allows the User to turn 360 degrees in zero gravity in a Full Action. This removes any basic Penalties given from zero gravity scenarios. Full Move speed of 12 Meters. Has magnified Boots for improved movement and the capability of walking on metallic surfaces.								
Improved Motion Tracker	An upgraded Motion Tracker that doubles the distance of the Radar. Includes a Thermal Sensor for finding hidden targets, giving a +20 Bonus to Opposed Tests involving an Opponent's Camouflage.								
Nano Technology	When the suit is damaged, the suit will automatically begin a repair process. The suit will heal 1 point of damage against it or the user, once per day. The suit can do this 10 times before needing recharged between missions.								
Variants	Mjolnir armor have specialized variants that can be chosen from. These variants can augment Special Abilities, Characteristics, and even Skills, while some can come with Equipment and Attachments.								
Self-Destruct	The armor is able to have its Self-Destruct activated when the user is confirmed to be deceased. Anything within Blast (10) is instantly killed with no possibility of survival unless a Luck point is burnt. Everything within a Blast (30) radius takes 4D10 + 12 Damage with a Pierce of 40.								

Mjolnir GEN II Mark I Powered Assault Armor									
Size	**Mass**	**Material**	**Armor Rating**				**Strength Modifier**	**Agility Modifier**	
			Head	**Arms**	**Chest**	**Legs**			
Large	200 kg	Titanium Alloy	**28**	27	28	27	+20 Strength +3 Mythic Strength	+10 Agility +2 Mythic Agility	
SHIELD INTEGRITY	150		**RECHARGE DELAY**		2		**RECHARGE RATE**	50	

Suit Special Abilities	
Temperature Regulation	The suit will always attempt to regulate temperatures to be a mild 72 degrees.
Onboard Computer	This onboard computer allows communication and information trading amongst the battlefield and UNSC/ONI. If an AI is onboard, the AI can use their Full Action to boost the Spartan's Mythic Agility by +2 for one Full Action. This can only be taken as a Combined Action.
Liquid Nanocrystals	Offers increased protection to the user. If struck in an unarmored location that is not the head, the user counts as having an Armor Rating of 13.
Vacuum and Oxygen Regulation	Allows the user to be in a vacuum and without oxygen for extended periods of time. Has enough Oxygen to last 90 Minutes.
Reactive Metal Liquid Crystals	This offers the Spartans the Strength and Agility multipliers given by the suit. Takes no fall damage from up to 600 Meters. Halves all Fall Damage that is taken.
Heads-up Display / VISR	Allows the users to see important battle statistics and information on the allies and enemies nearby. Includes the Motion Tracker radar.
Battlenet HUB	Allows the users to see important battle statistics and information on the allies and enemies nearby. Includes a radar.
Biofoam Injector	When serious injuries are taken, the suit automatically applies Biofoam. Has five uses before recharge between missions. Counts as having 5 Intellect Modifier for application. Contains a port to recharge uses with Biofoam canisters.
EVA System	Thrusters that allow the User to control their movements in zero gravity. Allows the User to turn 360 degrees in zero gravity in a Full Action. This removes any basic Penalties given from zero gravity scenarios. Full Move speed of 12 Meters. Has magnified Boots for improved movement and the capability of walking on metallic surfaces.
Improved Motion Tracker	An upgraded Motion Tracker that doubles the distance of the Radar. Includes a Thermal Sensor for finding hidden targets, giving a +20 Bonus to Opposed Tests involving an Opponent's Camouflage.
Nano Technology	When the suit is damaged, the suit will automatically begin a repair process. The suit will heal 1 point of damage against it or the user, once per day. The suit can do this 10 times before needing recharged between missions.
Variants	Mjolnir armor have specialized variants that can be chosen from. These variants can augment Special Abilities, Characteristics, and even Skills, while some can come with Equipment and Attachments.
Self-Destruct	The armor is able to have its Self-Destruct activated when the user is confirmed to be deceased. Anything within Blast (10) is instantly killed with no possibility of survival unless a Luck point is burnt. Everything within a Blast (30) radius takes 4D10 + 12 Damage with a Pierce of 40.
SPARTAN ABILITIES	
Thruster Pack	The Mjolnir Generation II suits have a built-in Thrust package. Doubles the user's Half Move for a single Half Action. This takes four Half Actions to recharge.
Ground Pound	Using the thrusters to force the Spartan downward, Ground Pound causes a Blast (4) of the Spartan's Punch Melee Attack, giving the attack a Pierce of the Spartan's total Strength Modifier and Mythic Strength.
Spartan Charge Thrust Package	Modifying the Thrusters, the Character may double the damage made with Charge Attacks. The Character must be Running in order to use this.
Hover Stabilization	The suit will allow the user to Hover in the air for 2 Half Actions, as long as the Character is not in a free fall. The Hover Stabilization must then charge for 1 Half Action before being used again.
Sprint	Using the Mjolnir suit's Overclocking system, the user's movement is increased, allowing a character to gain +2 Mythic Agility for two Rounds. If used twice within five Rounds, the user takes a level of Fatigue. The Sprint Spartan Ability cannot be stacked or used with the Sprint Ability move action.

MJOLNIR ARMOR VARIANTS

Characters have the option to select the variation of Mjolnir suits they want. When selecting a suit variation, the Character must pay the cR price when getting the suit.

Between missions, a Character may return their suit for half the cR it cost, and then can receive a new variation. Characters cannot purchase more suits. At any point the Character wants to get another Variation, they must return the current suit they own.

ARMOR	GEN I ARMOR MODIFICATIONS	PRICE
Air Assault	Air Assault offers the Character a wrist-mounted uplink module that is able to connect to overhead planetary satellites in order to transmit real-time satellite imagery. The wrist-mounted uplink module has 100 Break Points, which cannot be damaged unless the attack completely Pierced the Armor. The helmet can display and send these images to Allies within 10KM of each other.	400 cR
Commando	The Commando Variant is very similar to the basic Mjolnir and Recruit armors, but offers the Character a +1 Armor to Chest and a built-in BSD-0 Helmet Permutation and a +5 to Perception Tests, also giving the helmet a -1 Armor.	300 cR
CQB/CQC	A specialized variant of Mjolnir built to withstand small-arms fire and melee combat. CQB/CQC gains +5 Armor against Melee Attacks, and gains +1 Armor against projectile and explosive attacks. The suit's plating gives the Character a -2 Mythic Agility.	700 cR
E.O.D	E.O.D, Explosive Ordnance Disposal Armor, is a tough and bulky variant of Mjolnir, offering unbridled protection against Explosive damage. The dense, heavy plating allows for the suit to protect against flak and dangerous levels of heat, while the specialized molding and shaping of the suit channels explosive pressure around the user. The suit gives +12 Armor against only Explosive Damage. The weight of the suit removes the bonuses given to the Character's Mythic Agility, and also gives the user a -10 Penalty to their Agility.	600 cR
E.V. A	The E.V.A, Extra-Vehicular Activity-Armor, offers unparalleled zero-gravity modifications. E.V. A's helmet offers a wider visual range, alongside extra scanning systems, giving the Character a +10 to all Visual Perception Tests, but gains -2 Armor to the Helmet Location, due to not being heavily armored. The suit has powerful magnets that allow the user to walk on any metallic surface, no matter the direction or how steep. The suit also has improved gel layering, which halves all Damage from explosive decompression.	500 cR
Grenadier	Designed to be the test-bed for Energy Shield integration for Mjolnir, this suit grants the Character +50 to Shield Integrity.	400 cR
GUNGNIR	The GUNGNIR GEN II variant features an enclosed helmet with no visor. Instead, the Helmet features a camera that streams live feed to the Character. The suit's Helmet gains +2 Armor due to being enclosed. Due to using a camera, EMP effects are treated as a Flashbang, visually. The Wrist Gauntlets feature built-in WYRD-III Systems that give the Character a +5 Bonus to To-Hit Tests with weaponry using Smart-Link scopes.	800 cR
Hazop	The HAZOP, Hazard Operability, is the standard for performing under hazardous conditions, such as radiation, acidic chemicals, and exotic atmospheric conditions. The armor protects the user from Radiation, Chemicals, and other outside material. The HAZOP armor comes with improved redundant oxygen filtration systems, modified rebreather caster lines, and the most advanced radiation shielding underarmor mesh. This allows the user to prolong their oxygen supply by filtering out unbreathable chemicals and radiation from the surrounding atmosphere. The Helmet comes with a built-in C-BRN Permutation and comes with an external HUL Permutation and Doppler Radar.	600 cR
JFO	Built to coordinate fire support, the JFO suit offers specialized Scanning and firearm algorithm systems to give the Character to halve the Indirect Fire Penalty from -100 to -50. When performing an Indirect Fire, any other Visual Tests are at a -20 Penalty.	500 cR
ODST	Comes with the M/LBE Hard Case Backpack. The Chest Piece is also enlarged, covering more of the torso and stomach regions, giving +1 to Armor in the Chest Location.	300 cR
Pilot	The Pilot Class helmet variant specializes in aero-space tactical software and advanced algorithm. These special assistance-programs, alongside the increased field-of-view and widened visor give the Character a +5 to Visual Perception Tests and Pilot (Air) and (Space) Tests. Due to the helmet's all-visor nature, armor on the Helmet Location is reduced by 3.	600 cR
Recon	Recon, built for Stealth Operations, is a deep-field reconnaissance variant for GEN I armors. The suit offers +10 to Camouflage Tests due to its lower-profile design. The Recon Suit's lower-profile design and increased Shields of +20 Shield Integrity also gives the suit a -2 Penalty to Armor on all Locations.	600 cR
Scout	The Scout variant is used as the most popular armor for Scouting Missions. The suit offers anti-tracking systems and shroud-induction packages, giving the Character +10 to Camouflage. The Scout armor is more lightweight, giving +2 to Mythic Agility and -4 Armor on all Armor Locations. The helmet of the Scout armor counts as having a Target Designator.	600 cR
Security	The Security Variant of Mjolnir specializes in Ship and Station Defense. This suit grants the Character a +10 to Visual Perception Tests, but reduces the Armor of the Helmet Location by 3. The Arms, Legs, and Chest Armor Location gains a +3 Bonus, but a -3 to Mythic Agility.	800 cR
CQB [B-2]	A specialized variant of Mjolnir built to withstand bladed weaponry and shotgun spread. The suit never counts as being in Point Blank or in Execution Range when shotguns are figuring their damage. The suit gives the Character +3 Armor to all Locations when against melee weapons. The suit's advanced layered plating gives the Character a -20 Penalty to Agility.	800 cR
Hayabusa	An unofficial variant of Mjolnir created by a third-party company, Hayabusa offers heavy protection to the Head, giving a +5 bonus to Armor on the Head Location. This armor is rare due to funding issues with the Company to manufacture more, so pricing is high.	1,000 cR
Hoplite	A Mjolnir variant built to assist in the use of paired light-weaponry. Hoplite lacks more sophisticated armor systems that most other armors hold, giving the suit -4 to all Armor Locations. Due to its incredibly lightweight, simplistic armor, the suit gives the Character +3 extra Mythic Agility. When using firearms with the [OH] Dual Wielding Special Rule, the Character gains +10 To-Hit when dual wielding.	400 cR
Centurion	The experimental GEN I testbed for GEN II armor. Implements experimental version of the Universal Spartan Ability Implementation, or USAI, a modification to all second-generation Mjolnir suits. This modification installs thrusters into the suit, itself. These thrusters are weaker than the Thruster Armor Ability, but are inclusive to all Gen II armors. These options can be used with externally installed Spartan Abilities, as they're a part of the armor. USAI is a packaged set that has a weaker Thruster Armor Ability that moves only half the distance, the Sprint Armor Ability, and Stabilizer. The Stabilizer acts as if the Series 8 Jetpack was in Hover Mode.	1,000 cR
Black	A skunkworks prototype of Mjolnir. This variant offers a Heads-Up-Display that has a field of view of 5,000 Meters (5 Kilometers), allowing for extreme-range reconnaissance. This variant also gives a +10 Bonus when using Camouflage in shadowed and dark areas. This variant gives a -10 Penalty to attempting to use Radar/Motion Tracker to track or find targets above or below the Character.	500 cR
Operator	This variant of Mjolnir gives the Character their choice of a Hardened Uplink Module or a Command Network Module. This suit gives +1 Armor to the Head Location and is also able to bypass Covenant Security Networks to remain from being spotted.	1,000 cR

ARMOR	GEN II ARMOR MODIFICATIONS	PRICE
DEFAULT ARMORS	These are standard models that come at no extra cost, but gain no extra bonuses and penalties. All armor not available in this list is considered a Default Armor. Some include Recruit, Enforcer, Mark V and VI, Raider, Freebooter, Legionnaire, etc.	0 cR
Air Assault	Air Assault offers the Character a wrist-mounted uplink module that is able to connect to overhead planetary satellites in order to transmit real-time satellite imagery. The wrist-mounted uplink module has 100 Break Points, which cannot be damaged unless the attack completely Pierced the Armor. The helmet can display and send these images to Allies within 10KM of each other.	400 cR
Aviator	Aviator is a specialized variant that possesses internal Gravity Compensators within the Chest and Pauldrons, giving -1 Armor to the Chest location, Head location, and the Shoulders sub-location. The internal Gravity Compensators, alongside the advanced targeting and imaging calculation within the helmet, give the Character a +5 Bonus to Pilot (Air), Pilot (Space), Navigation (Air), and Navigation (Space).	500 cR
C.I.O	The C.I.O Mjolnir Variant's Chest Piece offers specialized transmission beacons only traceable by UNSC and Forerunner equipment. These beacons can send untraceable information up to 150 KM of the suit. If any information is being sent past this distance, it becomes easily traceable and all bonuses are lost. The Helmet offers a computational algorithm that gives the Character +5 to all Cryptography Tests. Due to the amount of electronic equipment within the suit, the suit has -1 Armor to all Locations.	700 cR
Commando	The Commando Variant is very similar to the basic Mjolnir and Recruit armors, but offers the Character a +1 Armor to Chest and a built-in BSD-0 Helmet Permutation and a +5 to Perception Tests, also giving the helmet a -1 Armor.	300 cR
Deadeye	The Deadeye variant of GEN II is a standard model for extreme-distance snipers. The armor's tracking and calculation systems give the Character removes 15 from all Long-Range Penalties (A -30 becomes -15), and removes 20 from all Extreme-Range Penalties (A -50 becomes a -30). The helmet receives -2 to Armor due to the amount of electronics encased within.	400 cR
E.O.D	E.O.D, Explosive Ordnance Disposal Armor, is a tough and bulky variant of Mjolnir, offering unbridled protection against Explosive damage. The dense, heavy plating allows for the suit to protect against flak and dangerous levels of heat, while the specialized molding and shaping of the suit channels explosive pressure around the user. The suit gives +15 Armor against only Explosive Damage. The weight of the suit removes the bonuses given to the Character's Mythic Agility, and also gives the user a -15 Penalty to their Agility.	600 cR
Engineer	The Engineer GEN II variation is the standard for on-site repair, reconstitution, and subversion. The suit's Chest Piece comes equipped with a built-in, removable, Multi-Tool Kit and C-BRN Sensor Unit. The Helmet, when worn, gives the Character Technology (Covenant), (Human), and (Forerunner) Trained. This Skill is lost if the Helmet is removed or destroyed. The Chest Piece gains a -1 Penalty to Armor. The suit's Helmet gains +1 Armor due to being enclosed. Due to using a camera, EMP effects are treated as a Flashbang, visually.	800 cR
E.V.A	The E.V.A, Extra-Vehicular Activity-Armor, offers unparalleled zero-gravity modifications. E.V.A's helmet offers a wider visual range, alongside extra scanning systems, giving the Character a +10 to all Visual Perception Tests, but gains -2 Armor to the Helmet Location, due to not being heavily armored. The suit has powerful magnets that allow the user to walk on any metallic surface, no matter the direction or how steep. The suit also has improved gel layering, which halves all Damage from explosive decompression. Gains a +10 to all Eva Thruster use.	500 cR
GUNGNIR	The GUNGNIR GEN II variant features an enclosed helmet with no visor. Instead, the Helmet features a camera that streams live feed to the Character. The suit's Helmet gains +2 Armor due to being enclosed. Due to using a camera, EMP effects are treated as a Flashbang, visually. The Wrist Gauntlets feature built-in WYRD-III Systems that give the Character a +5 Bonus to To-Hit Tests with weaponry using Smart-Link scopes.	800 cR
HAZOP	The HAZOP, Hazard Operability, is the standard for performing under hazardous conditions, such as radiation, acidic chemicals, and exotic atmospheric conditions. The armor protects the user from Radiation, Chemicals, and other outside material. The HAZOP armor comes with improved redundant oxygen filtration systems, modified rebreather caster lines, and the most advanced radiation shielding underarmor mesh. This allows the user to prolong their oxygen supply by filtering out unbreathable chemicals and radiation from the surrounding atmosphere. The Helmet comes with a built-in C-BRN Permutation and comes with an external HUL Permutation and Doppler Radar.	600 cR
Infiltrator	Infiltrator is a special armor designed to assist the User behind enemy lines, giving them the utilities needed for infiltration missions. The Armor is less of a priority with this variant, making room for the electronics. Infiltrator Armor gains a -2 Penalty to all Armor Locations. The Helmet holds a built-in Electronic Countermeasure Device, which can be activated once every 3 Rounds. The chosen Wrist Gauntlet holds a Fiber-Optic Probe, while the Chest Piece holds specialized electronics that assist with Camouflage with weak Active Camo, giving the user +15 to all Camouflage Tests.	800 cR
LOCUS	Locus is a suit built for stealth and survival, giving the user a powerful defense against the enemy. The suit boasts dense and powerful plating that gives the user +3 Armor in all Armor Locations, while also hindering the speed of the user. The Character gains no Mythic Agility or Agility Bonuses from their Mjolnir suit. The LOCUS variant also holds a Stealth system, which gives the user +15 to all Camouflage Tests. When the Camouflage Stealth System is active, Shield Recharge Delay is tripled from 2 to 6.	1,000 cR
Oceanic	The Oceanic Armor is an underwater variant, used in deep-ocean exploration and battlement. The armor is streamlined and pressure-withstanding to allow the suit to survive hundreds of atmospheres worth of pressure. The suit is able to negate all extra damage caused by higher gravities, as well as giving the suit a +1 Armor in all Armor Locations. When underwater, Movement-based Penalties are cut in half, though when out of water, the suit gains a -2 Mythic Agility Penalty.	800 cR
Orbital	The Orbital suit is similar to the E.V.A in use, but offers a more heavily-armored alternative for zero-gravity engagements. Orbital's Helmet offers a wide visual range, giving the Character a +5 to all Visual Perception Tests, though due to its large visor, the helmet suffers a -1 Penalty to Armor. The Orbital suit comes with a Docking Cable Torso Armor Permutation, and the Pauldrons have built-in Jump Jet Restraints Shoulder Armor Permutations. The Arms and Legs of the suit use micro-thrusters to assist the Character in zero-gravity environments, giving the Character a +10 to Athletics Tests while under the effects of Zero-Gravity. The Chest Piece has heavier armor plating, giving it +2 Armor.	800 cR
Pathfinder	A Variant built for unknown territory and exploration, Pathfinder comes equipped with tech that allows for easier exploration. The suit suffers a -2 to armor in the Arms and Legs Locations, due to making room for equipment. Equipped with Stabilizer Units and Balance Drives, the suit gives the Character +5 to Climbing Tests and halves Penalties from Rough Terrain. The Pathfinder Helmet comes with a built-in Remote Sensor Helmet Amor Permutation, a built-in UGPS, and a built-in C-BRN Sensor. To make room for this equipment, the armor on the Helmet is given a -1 Penalty to Armor. The Pauldrons have a built-in Tactical Flashlight.	600 cR
Protector	Similar in design to the Defender Variant, Protector is a more extreme variation built to be the heaviest armor available from the UNSC. Using the most dense and heaviest armor available, Protector gives the user +6 Armor to all Locations. Due to the weighting of the plates, the suit's speed enhancing drives are reassigned to keeping the suit mobile. The Character gains -1 Mythic Agility and -20 Agility.	900 cR
Ranger	Built for lone-wolf operations, Ranger offers a series of built-in Permutations. The Ranger Helmet has a built-in BSD-0 Helmet Permutation. The Pauldrons each have a built-in Tactical Flashlight. The Wrist Gauntlets have a built in UGPS System, while the Legs offer +1 Mythic Agility, gaining a -2 Penalty to Armor to the Leg Location.	500 cR

ARMOR	GEN II ARMOR MODIFICATIONS	PRICE
Recon	Recon, built for Stealth Operations, is a deep-field reconnaissance variant for GEN II armors. The suit offers +10 to Camouflage Tests due to its lower-profile design, and gives +20 to the Shields of the user. The Recon Suit's lower-profile design and increased Shields gives the suit a -2 Penalty to Armor on all Locations.	600 cR
Scout	The Scout variant is used as the most popular armor for Scouting Missions. The suit offers anti-tracking systems and shroud-induction packages, giving the Character +10 to Camouflage. The Scout armor is more lightweight, giving +1 to Mythic Agility and -2 Armor on all Armor Locations. The helmet of the Scout armor counts as having a Target Designator.	600 cR
Soldier	Used as a Support Role on the battlefield, Soldier is designed to carry equipment. The Chest Piece has a built-in Hardcase with the armor of the Chest Piece. The suit comes with two external Biofoam Canisters on each thigh. The suit is tuned to have improved carry weight, giving the Character +100 KG to their Carrying Weight.	800 cR
Vanguard	Vanguard was designed to help support front-line enemy engagement. Similar to GUNGNIR, it features an enclosed helmet with no visor. Instead, the Helmet features a camera that streams live feed to the Character. The suit's Helmet gains +2 Armor due to being enclosed. Due to using a camera, EMP effects are treated as a Flashbang, visually. Due to its stacked plating and hardened gel-layering, Vanguard gains +10 Armor when dealing against Melee weapons with the Cauterize Special Rule, and gains +5 armor when dealing against all other Melee weapons. Due to the stacked plating, the suit gives a -2 Mythic Agility Penalty.	400 cR
Venator	Venator is a specialized armor that trades armor for increased Shielding. The suit comes at a -4 Penalty to Armor on all Locations, but in trade of where the heavier, thicker armor would be positioned, a larger shielding system is fitted. This gives the Suit +50 Shield Integrity and +25 Shield Recharge Rate. Similar to GUNGNIR, it features an enclosed helmet with no visor. Instead, the Helmet features a camera that streams live feed to the Character. The suit's Helmet gains +1 Armor due to being enclosed. Due to using a camera, EMP effects are treated as a Flashbang, visually. The Helmet comes with special targeting algorithms, allowing for assistance with close-quarters melee combat, giving the Character +5 to their Warfare Melee.	1,000 cR
Warrior	Warrior is the outcome of attempted armor streamline and mobility enhancement. The suit gives the user +2 Mythic Agility, while suffering a Penalty of -2 Armor to all Locations, except Chest, which takes a -3 Penalty to Armor. The increased mobility offers enhanced terrain tracking and assisted movement, which allows the Character to halve any Penalty from Rough Terrain.	500 cR
ODST	A popular GEN II variation for former ODST. The ODST variant comes with the ODST standard armored M/LBE Hard Case armored backpack. The suit comes with a pitch-black design that helps the suit blend with darkness, giving +10 to Camouflage when in darkness. The Chest Piece is also enlarged, covering more of the torso and stomach regions, giving +1 to Armor in the Chest Location.	500 cR
Operator	The new standard for navigation and surroundings awareness, Operator has become wide-spread on the field. The suit gives the Character +5 to Navigate (Ground) and Pilot (Ground) and contains a built-in UGPS and Tacpad on the wrist Gauntlets. The suit offers discreet intelligence secure transmissions that can bypass most Covenant security networks for silent intrusion. The suit gives -1 Armor to the Arms, Legs, and Head Locations.	400 cR
Pioneer	A Variant built for unknown territory and exploration; Pioneer comes equipped with tech that allows for easier exploration. The suit suffers a -1 to armor in the Arms, Torso, and Legs Locations, due to making room for equipment. Equipped with a specialized Rebreather Unit that offers 120 minutes of oxygen. Also comes with Visual Sensor Units that can be used as an Extended Action (2 Full Actions) to scan the surroundings of the User to form a useable map that can be sent to others. This map is made in a 100 Meter radius when used, and the map may be extended with each use. Does not show location of Characters or equipment.	600 cR
Prefect	The first of reverse engineered Forerunner Mjolnir armor, Prefect is a highly expensive and highly experimental armor that merges known Forerunner material and equipment with standard GEN II suits. Prefect offers the user access to the built-in Z2500 Automated Protection Drone Armor Ability. The helmet has a Promethean Vision Armor Ability built-in. The Chest Piece is able to project the Z-90 Photon Hardlight Shield Armor Ability. The suit, itself, has improved armor due to the material used, giving the armor +2 on all Armor Locations, as well as a +1 in Mythic Agility for being more lightweight than most suits.	7,000 cR
Rogue	The Rogue Armor is designed for enhanced network connectivity, alongside defined intelligence packs. The suit gives +10 to Cryptography and Security Tests.	500 cR
Stalker	The Stalker variant was built for hunter-tracker field applications. The suit is built for maximum stealth for close-range targets. The suit has a weak camouflaging system which can always be active. This stealth system gives the user +30 to all Camouflage Tests. When the Camouflage Stealth System is active, Shield Recharge Delay is tripled from 2 to 6. The Stalker suit gains a -1 Penalty to armor on the Arms, Legs, and Helmet Locations, while gaining a -3 Penalty to armor on the Chest Location. The Chest Piece holds a built-in Electronic Countermeasure System. The legs of the suit halves all Bonuses Opponents receive to hearing the Character's movements.	700 cR
Tracker	Tracker is a long-distance extreme-range tracking suit. The Helmet comes with a built-in Spotter Assist Target System. The Chest has a built-in forensics and biological tracking system that gives +40 to Investigations for tracking targets, once proper material are found for study. The Chest Piece has -1 Armor on the Chest Location. The suit's Helmet gains +1 Armor due to being enclosed. Due to using a camera, EMP effects are treated as a Flashbang, visually.	500 cR
Wetwork	Built for target acquisition and elimination, the Wetwork armor is favored for assassination missions. Wetwork has a combined specialized system of equipment throughout the suit. The built-in equipment includes a Spotter Assist Target System, WYRD III, a built-in UGPS, and a built-in Remote Sensor Permutation. The Suit has a -1 Penalty to all Armor Locations, but gains +5 to all camouflage Tests.	600 cR
Anubis	A technological demo for new Generation II upgrades, Anubis brings a stronger thruster pack system and an improved Motion Tracker. The GEN II Thrusters for Anubis suits double the maximum amount of distance that can be traveled in a Round. The suit gives the user a -10 to any Stunts or Agility Tests made while using the Thrusters. The Motion Tracker is able to scan out to double the distance.	1,500 cR
Argonaut	A super-lightweight variant of the Mjolnir armor, Argonaut offers the user the most out of their Agility and the suit's modifications, with massive hindrance to armor. The suit gains a -6 Penalty to Armor on all Locations, while gaining +20 Agility and +3 Mythic Agility.	800 cR
Argus	A sniper/spotter variant that offers the user the most when using long and extreme-range weaponry. Argus has a built-in Spotter Assist Target System, while the Chest has specialized spotter-tracker mechanics that not only target and track users out to 3,000 Meters, but also gives the user +5 to any Spotting and Long or Extreme Range Attacks.	1,000 cR
Athlon	The Athlon suit was designed to be a safety protocol suit, used usually for Training or Warzone, but can be requested, anyway. The suit does not allow the user to harm an Ally in any way. The suit will not let a trigger or explosive be armed against allies or Civilians, and cannot be used to melee or hurt them, either. If this suit is selected, the user gains an extra 300 cR at Character Creation.	--

ARMOR	GEN II ARMOR MODIFICATIONS	PRICE
Breaker	Breaker is a GEN II Variant, similar to E.V.A, which offers great zero-gravity modifications. Breaker's Helmet offers a wider visual range, alongside enhanced scanning systems, giving the Character a +10 to all Visual Perception Tests. Unlike the E.V.A Helmet, Breaker's Helmet is enclosed, giving it a +2 to Armor to the Helmet Location. Due to using a camera, EMP effects are treated as a Flashbang, visually. The suit has powerful magnets that allow the user to walk on any metallic surface, no matter the direction or how steep. The suit also has improved gel layering, which halves all Damage from explosive decompression.	500 cR
Buccaneer	The Buccaneer variant is a more "crude functional" armor that is less protective, but much cheaper. If selected, the User gains a one-time bonus of 1,200 cR to spend only on Armor Abilities, Armor Permutations, and other Armor Attachments. Other armor attachments include Hardcases, holsters, and anything used with or on armor. The suit has a -4 to Armor on all Locations, has a -15 Penalty to Agility, and a -10 Penalty to Strength.	--
Copperhead	Equipped for complex 'Militarized Anthropology' which is a Decision Support System. The Decision Support System assists the User with Human and Alien customs and society-based activities. Copperhead gives the User a +10 Bonus to all Charisma Tests. The suit is also lighter and more agile, giving it a -3 Penalty to Armor on all Locations, but gives +30 Bonus to all Athletics Tests.	900 cR
Fenrir	An expensive suit that comes with a Combat Dumb AI, which cannot be removed. The Dumb AI gives a +10 bonus to any Warfare Melee or Warfare Range Tests by assisting the movement of the suit mid-combat. The suit also gives a +5 Bonus to Evasions.	1,000 cR
Foehammer	Foehammer Armor is an advanced piloting system combined into a suit. Foehammer allows the user to enter a paralyzed state, where the user neutrally pilots the UNSC vehicle they are in. Tied together with advanced programming, the Character gains +10 to any Pilot Test in UNSC vehicles. The user of Foehammer may also bind one UNSC Vehicle to the suit, allowing them to enter the paralyzed state and remotely control the vehicle as if they were driving it. This has a range of 15 KM before the vehicle can no longer communicate properly with the suit.	1,000 cR
FOTUS	An experimental armor integrating specialized Forerunner Baffler Systems. The FOTUS variant will distort any IFF Tag functions and Active Camouflage within 5 Meters of the user. On enemy IFF, FOTUS users' location is scattered 5 Meters away from where they are standing. Halves bonuses to Active Camouflage users within 5 Meter of the user. Headbutt melee Attacks gain an extra +3 Pierce due to the sharp horn.	1,000 cR
Helioskrill	Designed by a Sangheili to test her skill with Spartans, Helioskrill is the first Mjolnir variant not designed or manufactured by humanity. The suit heavily resembles Sangheili Combat Harnesses. The suit comes with a built-in Energy Dagger on the left or right Wrist Gauntlet. The suit also gives +4 to Armor on the Helmet Location, but the User is at a -15 Penalty to all Perception Tests.	800 cR
Hellcat	This armor is fused with what people used to believe were Forerunner artifacts. Instead, it was later found that it was ancient Humanity-based technology, and has since been kept heavily under wraps. The suit is, by far, the most powerful of any Mjolnir or any powered armor to be made at such a small size. The suit gives the Character +10 Strength and Agility and +3 Mythic Agility and Strength. Due to the material used, the Armor has +3 to all Armor Locations.	10,000 cR
Hermes	A specialized variant of Mjolnir that very few Spartans can handle. The Spartan must have a minimum Strength of 50 and a minimum Agility of 70, or the Character will take 1D10 points of Damage for every Meter traveled in the suit, ignoring Damage Resistance. If these requirements are met, the Character gains -15 to Agility, but +6 Mythic Agility.	2,200 cR
Hunter	A specialized tracking armor built for missions hunting down dangerous individuals. The Helmet comes with a built-in Spotter Assist Target System. The Hunter tracking systems are able to target and track up to 4 individuals, to 1.2 KM each, as if it were in range. The suit's low-profile design gives any equipment or Characters attempting to spot it a -10 Penalty. The design of the low-profile suit gives a -1 Penalty to Armor on all Locations. The Helmet has an increased sensory array, allowing a +10 Bonus to all Perception Tests.	1,000 cR
Jumpmaster	The Jumpmaster armors feature an innovative Inertial Dampening System that gives the user the ability to stop any free-fall without damaging themselves. Jumpmaster takes no damage from falls, no matter the height, and can hover in the air for 4 Rounds, with a recharge of 4 Rounds before it can be used again.	900 cR
Helljumper	A popular GEN II variation for former ODST. The Helljumper variant comes with the ODST standard armored M/LBE Hard Case armored backpack. The suit comes with a pitch-black design that helps the suit blend with darkness, giving +10 to Camouflage when in darkness. The Chest Piece is also enlarged, covering more of the torso and stomach regions, giving +3 to Armor in the Chest Location. The Helmet is fortified with extra plating, giving the Helmet a +2 Bonus to Armor. The Helljumper's heavier plated suit gives it a -2 to Mythic Agility, and a -5 to Agility.	500 cR
Mako	Similar to the Operator armors, Mako has become wide-spread on the field for awareness and navigation. The suit gives the Character +5 to Navigate (Ground) and Pilot (Ground) and contains a built-in UGPS (Left) and Tacpad (Right) on the wrist Gauntlets. The suit offers discreet intelligence secure transmissions that can bypass most Covenant security networks for silent intrusion. This gives a +30 to all Cryptography Tests against Covenant Networks and Equipment. The suit gives -1 Armor to the Arms, Legs, and Chest Locations. The suit's Helmet gains +1 Armor due to being enclosed. Due to using a camera, EMP effects are treated as a Flashbang, visually.	700 cR
Nightfall	A lovechild of the ODST and Hazop suits, Nightfall is for special operations into hazardous locations. The Nightfall variant comes with the ODST standard armored M/LBE Hard Case armored backpack. The suit comes with a pitch-black design that helps the suit blend with darkness, giving +10 to Camouflage when in darkness. The suit also comes with improved redundant oxygen filtration systems, modified rebreather caster lines, and radiation shielding underarmor mesh. This allows the user to double their oxygen supply by filtering out unbreathable chemicals and radiation from the surrounding atmosphere. The Helmet comes with a built-in C-BRN Permutation.	900 cR
Noble	The Noble Variant is based on the Generation I Commando armors, offering the Character a +1 Bonus Armor to Chest and a built-in BSD-0 Helmet Permutation, with a +10 Bonus to Perception Tests.	700 cR
Reaper	Built alongside the Prefect Project, Reaper was to be a cheaper, more obtainable variant. The Reaper suit offers similar defensive and offensive capabilities over Prefect, but does not contain the equipment it has. The Reaper variant gives the user +2 Mythic Strength and +2 Mythic Agility, and has a +2 Bonus to Armor on all Locations.	2,600 cR
Recluse	Recluse is the ultimate Armor in Stealth technology. Recluse has a fully-functioning Active Camo system built-in, giving the user a +60 to Camouflage Tests for 12 Rounds, before needing to Recharge for 9 Rounds. The Active Camo system does not alter the recharge of the Shields, due to an experimental new power source.	3,000 cR
Technician	Technician variant GEN II armor is a UNSC-technology specialized suit. This variant is able to connect, scan, and assist with all UNSC and known-Human technology. This gives the user a +20 Bonus to any Tests dealing with the repair or Technical use of human Equipment. When wearing the suit and helmet, the Character is considered to have the Technology (UNSC) Skill at +10.	1,000 cR

ARMOR	GEN II ARMOR MODIFICATIONS	PRICE
Valkyrie	The Valkyrie variant offers specialized Inertial Dampeners that work as an improved gel layering, halving all damage from Explosive Decompression and Damage caused by wrecks, crashes, fall damage, and being hit by large objects like vehicles. These specialized Dampeners offer an Advanced Targeting and Imaging Calculation System (ATICS) that gives the Character a +5 Bonus to all Pilot Skills.	1,000 cR
Vector	The Vector Armor comes with Covenant technology interface technology and dummy switches. This allows the Vector Suit to not show up on Covenant scanners, comms, and equipment. The Vector suit will still show up on visual scanners like cameras and visors.	800 cR
Dynast	Known as the Brawler Variant, Dynast features the Close-Combat Automatic Interface (CCAI) and a +4 Armor to the Helmet Location. Dynast's CCAI System gives the User a +10 Bonus to Perception Tests, Warfare Melee Tests, and Warfare Range Tests against any Character within 15 Meters of them.	1,800 cR
Challenger	Originally based on the Protector variant, Challenger is a Warzone-based high-performance Mjolnir. When maintained, the Challenger variant gives the User a +20 Bonus to Shield Integrity, as well as +10 to Shield Recharge Rate. Alongside the Shield upgrades, when Maintained, this variant also gives the User a +1 Mythic Agility when the thrusters are active. To Maintain the Challenger variant, once per month, the suit must be taken to any UNSC facility to be hard-wired to monitoring computers. This action takes 24 hours. When not maintained, all Actions made within the suit are at a -10 Penalty. At all times, this variant gives the user a +4 to Armor on all Locations. This suit gives the User a -15 Penalty to Agility.	1,500 cR
Centurion	The eventual evolution of the GEN I Centurion variant testbed. GEN II Centurion features improved management Software known as C41-SR. This improves the neural interlinks and the Situational Awareness TacSofts. This gives the user +1 to Mythic Agility and +10 Bonus to all Perception Tests.	400 cR
Decimator	Based around reengineering of previous key improvements made by the Mark VII Prototypes, Decimator fills similar rolls to the Centurion variant from back during the first Generation of Mjolnir suits. The suit gives +10 to all Perception Bonuses as well as a modified Protean Energy Shield, giving +25 to Shield Recharge.	1,500 cR
Marauder	The first Mjolnir variant to use Situational Tactical Software Modules (TacSoft Mods). These TacSoft Mods are interchangeable system upgrades based on different situations. These TacSoft Mods can be chosen between Missions. The following is a list of all usable Mods. Monitor-Enhancements Systems: This TacSoft gives the User a +10 Bonus to all Perception Tests. Assault-CQC Systems: This tacSoft is built on a simplified version of Venator systems. This TacSoft gives a +5 to all Warfare Melee Tests. Targeting Systems: A simplified Targeting Enhancement suite that gives the User a +10 to all Warfare Range Tests.	900 cR
Hoplite	The Hoplite variant Mjolnir Armor is built with implemented datalink advancement systems that increase the accuracy of weapons that have automated targeting systems such as the SPNKR Rocket Launcher and even the Plasma Pistol. The Hoplite variant also uses a new specialized Upper Back and Arm Lock Device (UBaLD) device that locks the Spartan into place when firing Heavy Weapons. These Datalink Advancement Systems (DAS) give an extra +10 Bonus To-Hit with weapons that have the Homing Special Rule and/or Vehicle Lock Special Rule. The UBaLD unit considers the User always Braced, so they no longer should worry about Bracing Actions.	700 cR
Vigilant	A stealth-based variant for Mjolnir that counts as always having a Target Designator on-hand. The Helmet is able to accept silent commands to mark locations for ordnance strikes, target designation, and target tracking. When used for targeting ordnance strikes or any drop, the drop does not scatter in any way and directly hits its target. The suit also gives a +10 Bonus to Camouflage.	700 cR
Atlas	The Atlas variant of Mjolnir is a super-rugged, heavy variant of Mjolnir used for close-combat and survival. The Atlas Armor is double the weight of any normal set of GEN-II Mjolnir, weighing a total of 866 KG. On top of this, the Atlas variant gives a +8 to Armor on all Locations and removes the Mythic Agility benefits given by the armor.	1,200 cR
Defender	Defender, a heavily plated variation of the GEN II series, is a defense-based deployment suit. Defender gives the wearer +3 to Armor on all Locations, except Head, and has a built-in HUL Helmet Permutation, but comes with a -10 Visual Perception Penalty. The wearer suffers a -10 Penalty to Agility when wearing the suit.	500 cR
War Master	War Master is an experimental testbed for Lethbridge Modifications. This Variant gives +2 Armor to all Locations and a +10 bonus to Agility when worn. The Helmet has a built-in CNM and Rebreather Unit.	850 cR
CINDER	Cinder is a variant that offers a special rebreathing unit and HAZMAT filter. This rebreathing unit does not need changed and is constantly cleaned by the suit. This variant also contains a CBRN unit and contains a shock-absorbing systems that remove fall damage from the Character, on top of Thermal Superconducting Coating that ignores the Flame Special Rule, as well as reducing Pierce damage from Weapons with the Cauterize Special Rule by 5 points.	1,750 cR

UNSC AND INSURRECTIONIST ARMOR PERMUTATIONS

All Human Battle Dress Uniforms and Armor are designed to take Permutations. Permutations are devices and equipment that modify Armor and offer various forms of function. Each section of Armor can only fit so many Permutations, which are shown as Permutation Hardpoints.

Permutation Hardpoints are how many pieces can be attached to a specific Armor Location. Head can hold 3 points of equipment, Chest can hold 6, and the Arms and Legs locations can hold 2, each. Most equipment have Hardpoints they take up on the Armor, while others take no Hardpoints, but will take up a specific location on the Armor. Permutations that take 0 Hardpoints may have another Permutation stacked on top of them.

Bonuses and Modifiers given from Permutations do not stack with other Permutations and Armor variant bonuses. If a Permutation gives a Bonus weaker than what a Variant or other Permutation would give, the higher Bonus is taken.

ARMOR LOCATION	PERMUTATION HARDPOINT COUNT
Head	3
Chest	6
Arms	2
Legs	2

UNIVERSAL PERMUTATIONS

PERMUTATION	BENEFIT	HARDPOINTS	COST
CBRN	The CBRN Unit is a Chemical, biological, Radiological, and Nuclear Scanning system. This unit scans for dangerous chemicals and radioactive material, and any contaminant harmful to Human life. Scans up to 25 Meters out, and can send read-outs to any human computer.	1 Hardpoint	25 cR
CNM	The Command Network Module (CNM) allows access to the UNSC or Insurrectionist Command and Control channels anywhere within the Solar System.	1 Hardpoint	25 cR
HUL	A Hardened Uplink Module capable of cutting through atmospheric interference and ECM and EMP interference. Can upload and communicate with UNSC technology up to 100,000 kilometers.	1 Hardpoint	25 cR
RS	The RS (Remote Sensor) contains a Helmet Recorder with a variable Zoom Scope, from 2x to 20x magnification. Offers improved video quality and zooming capabilities and can store 1,000 hours.	1 Hardpoint	25 cR
FSL	This Attachment adds a Tactical Flashlight to the armor. Lowers Darkness Penalties by +40 and lowers Lowlight Penalties by +10.	1 Hardpoint	25 cR

HELMET ATTACHMENT PERMUTATIONS

PERMUTATION	BENEFIT	HARDPOINTS	COST
BSD-0	This Attachment adds a special IR lamp, IR Laser, and Night Vision Device to your helmet, allowing for half penalties to be taken in Darkness.	1 Hardpoint	25 cR
UA	The UA Attachment Permutation offers extra armor to the Helmet. This gives +1 Armor to the Head. Weighs +1 KG. This Permutation can be used with any other Helmet Attachments.	0 Hardpoints	60 cR
Rebreather Unit	Rebreather Unit that acts as an S90 Gas Mask. Attaches to the jaw of the helmet, doubling the Armor's Oxygen Supply. Other UNSC BDUs, when used with this, have a 90-minute Oxygen supply.	Jaw 1 Hardpoint	25 cR
LCX-20V1 SinoViet sight-Augmentation	A large scanning unit that attaches to any enclosed helmet. Capable of highlighting any Character within 50 Meters, and doubles the Character's Perspective Range and removes penalties for firing at more than one target per Round.	2 Hardpoints	300 cR

SHOULDER ARMOR PERMUTATIONS

PERMUTATION	BENEFIT	HARDPOINTS	COST
Sniper Pauldrons	The Sniper Permutation adds storage space for 10 Rifle Rounds, or 6 Shotgun Shells, or 3 Sniper Rounds. Cannot be stacked with Jump Jet Restraints.	One Shoulder	20 cR
Jump Jet Restraints	This Shoulder Permutation improves midair maneuverability with specialized mini-jump jets and restraints. Gives the user +10 to Evasion, Maneuvering, and Stunting using a jetpack. ODST and Mjolnir only. Cannot be stacked with Sniper Pauldrons.	Both Shoulders	100 cR
Large Pauldrons	The Large Pauldron Permutation is designed to increase protection offered to the Shoulder, Neck, and Head Locations by +2 Armor. Only offers Protection to Neck and Head Locations if struck from the side.	Shoulders	75 cR

WRIST ARMOR PERMUTATIONS

PERMUTATION	BENEFIT	HARDPOINTS	COST
Tactical/Tacpad	A wrist-mounted armored Datapad or TacPad. Striking this counts as striking the arm armor of the Arm location.	Wrist 1 Hardpoint	70 cR
Tactical/UGPS	Adds a Universal GPS System in a reinforced housing to the wrist. Striking the UGPS counts as having armor of the Arm Location.	Wrist 1 Hardpoint	30 cR
UA/Bracer	Extra armor is added to the forearms. +1 Armor when struck in the Forearm Sublocation.	Forearm 1 Hardpoint	20 cR
Breacher	This Permutation adds a bandolier to the Forearm that holds 6 Shotgun Shells, 10 Rifle Rounds, or 3 Sniper Rounds.	Forearm 1 Hardpoint	5 cR

TORSO ARMOR PERMUTATIONS

PERMUTATION	BENEFIT	HARDPOINTS	COST
Tactical/LRP	Designed to increase combat efficiency of Soldiers, this adds three rectangular Tactical Hardcases to the Abdomen.	Abdomen 3 Hardpoints	60 cR
Tactical/Recon	Intended for longer duration covert operations. This Permutation adds six Tactical Softcases across the Chest piece.	Chest 4 Hardpoints	60 cR
Tactical/Patrol	When stealth is required, everything counts. This Permutation adds a Ghillie Cloak to the armor. Can be used in addition to any other Chest and Back Permutations	Rear Chest 0 Hardpoints	30 cR
UA/CounterAssault	This Permutation adds an armored plate with two Tactical Hardcases over the abdomen of the armor. Gives +1 Chest Armor. Weighs 3kg.	Abdomen 5 Hardpoints	80 cR
UA/ODST	This Permutation adds an armored plating of an ODST BDU over the top plate. +2 Chest Armor, weighs 4kg. If used with ODST BDUs or Mjolnir Armor, it only gives +1 to Chest Armor.	Chest 1 Hardpoint	100 cR
UA/Base Defense	Allows for extra storage for 2 40mm Grenades or Hand Grenades, and gives +1 Armor to the Chest. Weighs 3kg.	Chest and Abdomen, 5 Hardpoints	80 cR
UA/Multi-Threat	This dangerous addition adds storage for 10 40mm Grenades or Hand Grenades, and adds +1 to the Chest Armor. Weighs 4kg.	Chest and Abdomen, 6 Hardpoints	110 cR
HP/Halo	Deployment equipment specialty that adds two plates of Titanium-A over the standard armor as well as a venting shaft underneath the plating. +20 to parachute and jump-gear use, and adds storage for 10 40mm Grenades or Hand Grenades.	Chest/Abdomen, 5 Hardpoints	220 cR
HP/Parafoil	This chest piece has two hardpoints for supporting suspenders that are used to attach to the G-25 PAS Parafoil, or to anything else you can imagine.	Rear Chest, 1 Hardpoint	20 cR
Collar/Grenadier	This armor Permutation was the original testbed for Mjolnir Shield Technology, which has been updated to increase the shielding of Mjolnir armors. This Permutation gives +25 to the maximum Energy Shield Strength. Only usable with variants that do not give a bonus to a Shield's Strength, Delay, or Recharge.	Chest and Abdomen, 6 Hardpoints	250 cR
Collar/Breacher	This armor variant addition adds a heavy collar to the chestplate, and gives room to store 7 Shotgun Shells. +1 Armor for the Chest, and any sublocations of the lower-head.	Chest, 5 Hardpoints	80 cR
Assault/Commando	The Commando Permutation adds an extreme-range Radio Transmitter and a Tactical Hardcase. This also adds a large Tactical Softcase backpack on the back.	Chest and Lower Back, 3 Hardpoints	100 cR
Assault/Sapper	This Permutation adds an additional 10 40mm Grenades or Hand Grenades to be stored. Can be swapped out with a variant that contains four Hardcases (two on each side).	Chest, 6 Hardpoints	110 cR
Tactical/Softcase	This Large Tactical Softcase can hold up to 7 Magazines, grenades, or the size equivalent.	Lower Back, 1 Hardpoint	10 cR
Docking Cable	This additive is placed on the lower back of the armor near the waist that holds a tether cable used to not drift away in vacuum and zero gravity. This cable is able to withstand weights of up to 12,000kg, and is stackable with any other Lower Back Permutation.	Lower Back, 0 Hardpoints	30 cR
ASP-PR	A semi-powered adaptive photo-reactive panel (sometimes pronounced as Aspir) system that covers the armor of choice, completely. This Permutation takes up a majority of the Hardpoints of the armor and takes an armored Hardcase Rucksack to hold a power source. This weighs 6.8 kg. Whenever active, the ASP-PR gives the user a constant +40 to Camouflage Tests. This unit cannot be used with any device that has shielding or other active/electronic camouflage-based equipment and armor, else it will short out and break completely.	Head, 2 Hardpoints Chest, 4 Hardpoints Arms and Legs, 2 Hardpoints.	500

THIGH ARMOR PERMUTATIONS

PERMUTATION	BENEFIT	HARDPOINTS	COST
Tactical/Hardcase	Adds an Extra-Large Tactical Hardcase to the outer thigh. Able to store computing information, and has an auto-charging station built in. Room for 5 Magazines, grenades, or an equivalent.	Outer Thigh 1 Hardpoint	20 cR
Tactical/Softcase	Adds an Extra-Large Tactical Softcase to the outer thigh. Able to store computing information, and has an auto-charging station built in. Room for 5 Magazines, grenades, or an equivalent.	Outer Thigh 1 Hardpoint	10 cR
Tactical/Trauma Kit	Specialized storage for medical equipment. Holds two cans of Bio-Foam and a single Self-Adhering Battle Dressing.	Outer Thigh 1 Hardpoint	20 cR
UA/NxRA	This Permutation adds a plate of non-explosive reactive armor to the thigh. +1 Armor when struck in the Thigh Sublocation.	Thigh 1 Hardpoint	20 cR
UA/Chobham	This adds a slab of Chobham Composite Armor to the thigh. +2 Armor when struck in the Thigh Sublocation.	Thigh 1 Hardpoint	40 cR
Tactical/Autoload	This set of Permutations adds an autoloader rig to each thigh. This allows the Character to store 5 Mags in each, allowing for fast reloading on the go. When used, weapons reload at half of their Base Reload Time, and a Magazine or Clip is used.	Both Outer Thighs 2 Hardpoint	150 cR

THE COVENANT ARMORY

PISTOLS AND SMALL CARBINES

[OH] [UD]	Type-25 Plasma Pistol			Semi-Auto (3) or Charge (X)		"Type-25 Directed Energy Pistol"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Pistol	1D10	+10	15	100	5m-40m	Plasma Battery	60	4
The Plasma Pistol has two firing modes, a semi-auto rapid fire and a single charged shot. Cauterize Special Rule. When charging the Plasma Pistol, it may be released at any time. Each Half Action Charged, the Pistol's Base Damage is increased by +6. The Pistol can be charged up to 3 Half Actions. When fully charged, the Charge can still be held longer, but will no longer increase the Base Damage. For every Half Action the Plasma Pistol charges, 5 Ammunition is consumed. Shots Charged for 3 Half Actions gain the EMP (4) Special Rule and the Homing Special Rule.						**WEIGHT (KG):**		**3.5**

[OH] [UD]	Type-54 Plasma Pistol			Semi-Auto (3) or Charge (X)		"Type-54 Directed Energy Pistol"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Pistol	1D10	+10	16	100	5m-40m	Plasma Battery	68	4
The Plasma Pistol has two firing modes, a semi-auto rapid fire and a single charged shot. Cauterize Special Rule. When charging the Plasma Pistol, it may be released at any time. Each Half Action Charged, the Pistol's Base Damage is increased by +7. The Pistol can be charged up to 3 Half Actions. When fully charged, the Charge can still be held longer, but will no longer increase the Base Damage. For every Half Action the Plasma Pistol charges, 5 Ammunition is consumed. Shots Charged for 3 Half Actions gain the EMP (4) Special Rule and the Homing Special Rule.						**WEIGHT (KG):**		**3.5**

[OH] [UD]	Spiker			Auto (6)		"Type-25 Carbine"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Carbine	2D10	+9	14	40	20m-125m	7.9mm Bolt	32	5
The Spiker has a Jiralhanae Combat Knife bayonet. Cauterize Special Rule and Spike Special Rule.						**WEIGHT (KG):**		**13.2**

[OH] [UD]	Mauler			Semi-Auto (1)		"Type-52 Pistol"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Shotgun	2D10	+9	17	5	10m-50m	7.9mm Bolt	27	6
The Mauler has a Jiralhanae Combat Knife bayonet. Cauterize Special Rule and Spread Special Rule. Fires the 7.9mm Bolt, but shatters as it is released.						**WEIGHT (KG):**		**11.9**

[OH] [UD]	Needle Pistol			Semi-Auto (2)		"Type-33 Pistol"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Pistol	1D10	+5	20	40	30m-100m	Blamite Needle	42	5
Homing Special Rule below 50 Meters and Needle (4) Special Rule.						**WEIGHT (KG):**		**3.2**

RIFLES AND LARGE CARBINES

[OH] [UD]	Plasma Rifle			Semi-Auto (3) or Auto (8)		"Type-25 Directed Energy Rifle"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Rifle	3D10	+7	18	250	25m-130m	Plasma Battery	86	6
Cauterize Special Rule. Firing 16 shots within two Rounds gains the Overheat (2) Special Rule.						**WEIGHT (KG):**		**5.8**

[OH] [UD]	Jiralhanae Plasma Rifle			Semi-Auto (3) or Auto (8)		"Type-25 Directed Energy Rifle"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Rifle	3D10	+10	18	250	25m-130m	Plasma Battery	86	6
Cauterize Special Rule. Firing 12 shots within two Rounds gains the Overheat (2) Special Rule.						**WEIGHT (KG):**		**5.8**

[UD] [TH]	Storm Rifle			Auto (12)		"Type-25 Directed Energy Rifle/Advanced"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Rifle	3D10	+2	23	200	20m-115m	Plasma Battery	88	6
Cauterize Special Rule. Firing 18 shots within two Rounds gains the Overheat (2) Special Rule.						**WEIGHT (KG):**		**6.2**

[UD] [TH]	Plasma Repeater			Auto (12)		"Type-51 Directed Energy Rifle/Improved"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Rifle	3D10	+5	17	200	20m-115m	Plasma Battery	80	6
Cauterize Special Rule. Recharge (X). For every Round being fired consecutively, the Plasma Repeater's Rate of Fire is reduced by 2. For every Round being fired consecutively, the Plasma Repeater's Recharge gets +1, beginning at 0. Once the weapon stops firing, it must Recharge for however many Rounds it was firing for.						**WEIGHT (KG):**		**6.8**

[UD] [TH]	Concussion Rifle			Semi-Auto (1) or Auto (3)		"Type-50 Heavy Rifle"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Rifle	4D10	+5	13	6	25m-50m	Plasma Battery	62	6
Cauterize Special Rule and Gravity (2) Special Rule. Uses detachable Plasma Battery Clips.						**WEIGHT (KG):**		**7**

[OH] [UD]	Type-33 Needler			Auto (5)		"Type-33 Guided Munitions Launcher"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Carbine	1D10	+5	20	30	5m-65m	Blamite Needle	42	5
Needle (6) Special Rule and Homing Special Rule.						**WEIGHT (KG):**		**4.3**

[OH] [UD]	Type-56 Needler			Auto (5)		"Type-56 Guided Munitions Launcher"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Carbine	1D10	+4	22	22	5m-65m	Blamite Needle	42	5
Needle (6) Special Rule and Homing Special Rule.						**WEIGHT (KG):**		**4.3**

[UD] [TH]	Needle Rifle			Semi-Auto (2)		"Type-31 Rifle"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Rifle	1D10	+9	22	21	100m-850m	Blamite Needle	97	6	
Needle (3) Special Rule and Headshot Special Rule. Built-in 3x Scope. Fires a High-velocity non-homing Blamite shard.							**WEIGHT (KG):**		**6.3**

[UD] [TH]	Type-51 Covenant Carbine			Semi-Auto (2) or Auto (5)		"Type-51 Carbine"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Carbine	3D10	+7	12	18	100m-1,000m	8.7x60mm CRP	80	6	
Fires radioactive caseless charges. Built-in 2x Scope and Ammunition Display. Headshot Special Rule.							**WEIGHT (KG):**		**7**

[UD] [TH]	Type-57 Covenant Carbine			Semi-Auto (2) or Auto (5)		"Type-57 Carbine"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Carbine	3D10	+8	14	18	115m-1,250m	8.7x60mm CRP	100	6	
Fires radioactive caseless charges. Built-in 3x Scope and Ammunition Display. Headshot Special Rule.							**WEIGHT (KG):**		**7.3**

TURRETS

[HW] [UD] [TH]	Type-2 Plasma Cannon			Auto (12)		"Type-2 Directed Energy Support Weapon"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Machine Gun	3D10	+10	16	200	100m-350m	Plasma Battery	100	15	
Cauterize Special Rule. Comes with a 5.5 KG Anti-Gravity Tripod.							**WEIGHT (KG):**		**13.2**

[HW] [UD] [TH]	Type-42 Plasma Cannon			Auto (9)		"Type-42 Directed Energy Support Weapon"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Machine Gun	3D10	+11	18	200	100m-500m	Plasma Battery	93	15	
Cauterize Special Rule. Comes with a 3.1 KG Tripod.							**WEIGHT (KG):**		**13.4**

[HW] [UD] [TH]	Type-44 Plasma Cannon			Auto (8)		"Type-44 Directed Energy Support Weapon"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Machine Gun	3D10	+13	18	200	100m-500m	Plasma Battery	93	15	
Cauterize Special Rule. Comes with a 5.4 KG Anti-Gravity Tripod.							**WEIGHT (KG):**		**13.6**

[HW] [UD] [TH]	Type-46 Plasma Cannon			Auto (5)		"Type-46 Directed Energy Support Weapon"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Machine Gun	3D10	+12	18	200	100m-500m	Plasma Battery	106	15	
Cauterize Special Rule. Comes with a 5.4 KG Anti-Gravity Tripod.							**WEIGHT (KG):**		**13.6**

[HW] [UD] [TH]	Type-52 Plasma Cannon			Auto (7)		"Type-52 Directed Energy Support Weapon"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Machine Gun	3D10	+9	19	250	100m-500m	Plasma Battery	113	15	
Cauterize Special Rule. Comes with a 5.4 KG Anti-Gravity Tripod.							**WEIGHT (KG):**		**19.7**

[HW] [UD] [TH]	Type-58 Plasma Cannon			Auto (10)		"Type-58 Directed Energy Support Weapon"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Machine Gun	3D10	+8	21	250	50m-550m	Plasma Battery	120	15	
Cauterize Special Rule. Comes with a 5.4 KG Anti-Gravity Tripod.							**WEIGHT (KG):**		**19.7**

SNIPER RIFLES

[HW] [TH] [UD]	Particle Beam Rifle			Semi-Auto (2)		"Type-50 Sniper Rifle System"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Sniper Rifle	4D10	+10	20	10	50m-2,500m	Plasma Battery	159	10	
Cauterize Special Rule and Headshot Special Rule. Has a built-in 5x/10x Scope. Sniper Rifles gain no Close Range benefits when within 50 Meters of the Target, as well as taking a -20 Penalty To Hit when used within 20 Meters of the Target. If this weapon fires two times within a Half Action, it gains the Overheat (3) Special Rule.							**WEIGHT (KG):**		**18**

[HW] [TH] [UD]	Beam Rifle			Semi-Auto (2)		"Type-27 Special Application Sniper Rifle"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Sniper Rifle	4D10	+8	22	10	50m-2,750m	Plasma Battery	172	10	
Cauterize Special Rule and Headshot Special Rule. Has a built-in 8x/10x Scope. Sniper Rifles gain no Close Range benefits when within 50 Meters of the Target, as well as taking a -20 Penalty To Hit when used within 20 Meters of the Target. If this weapon fires two times within a Half Action, it gains the Overheat (3) Special Rule.							**WEIGHT (KG):**		**20.3**

[HW] [TH] [UD]	Focus Rifle			Sustained (4)		"Type-52 Special Applications Rifle"			
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**	
Beam Rifle	1D10	+17	17	32	25m-2,000m	Plasma Battery	135	10	
Cauterize Special Rule and Headshot Special Rule. Has a built-in 8x/12x Scope. Sniper Rifles gain no Close Range benefits when within 50 Meters of the Target, as well as taking a -20 Penalty To Hit when used within 20 Meters of the Target. If this weapon fires at least once per Round, for two Rounds, the weapon gains the Overheat (3) Special Rule.							**WEIGHT (KG):**		**17.1**

EXPLOSIVE LAUNCHERS

[HW] [UD] [TH]	Brute Shot			Semi-Auto (2)		"Type-25 Grenade Launcher"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Grenade Launcher	3D10	+8	16	6	15m-85m	45mm HIE	35	8
The Brute Shot has a Jiralhanae Combat Knife bayonet. Blast (4), Kill (1).							**WEIGHT (KG):**	**19**

[UD] [TH]	Plasma Caster			Semi-Auto (2) or Charge (2)		"Type-53 Plasma Bolt Launcher"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Grenade Launcher	3D10	+3	14	5	20m-100m	20mm PSR	75	8
Cauterize Special Rule. Blast (3), Kill (2). The Plasma Caster has two firing modes, a Semi-Auto mode and a Charge mode. When Charged, the shot will gain the Sticky Special Rule and the Homing Special Rule. When Charged, kill radius is increased to Kill (3).							**WEIGHT (KG):**	**11.5**

[HW] [UD] [TH]	Plasma Launcher			Burst and Charge (X)		"Type-52 Guided Munitions Launcher"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Grenade Launcher	3D10	+8	17	12	25m-150m	Plasma Grenade	64	13
Homing Special Rule, and Vehicle Lock Special Rule. Has a built-in 3x Scope. For every Half Action Charged, the weapon fires a Plasma Grenade, to a maximum of 4 Plasma Grenades in a single Burst. Blast (6), Kill (1). Sticky Special Rule. For every 50 Meters away the Target is, it will take the Plasma Grenade 1 Round to reach the target. This is tracked at the beginning of each Round. **Once the Plasma Grenades have made impact, the Grenades will detonate at the beginning of the Character's next Round.**							**WEIGHT (KG):**	**18.6**

[HW] [UD] [TH]	Fuel Rod Gun Type-33 Variant 1			Semi-Auto (2)		"Type-33 Light Anti-Armor Weapon"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Rocket Launcher	3D10	+5	12	16	10m-200m	38mm RadEXP	89	13
Blast (3), Kill (1). Shots will detonate once they reach the 300 Meters. Firing 7 shots within two Rounds gains the Overheat (3) Special Rule.							**WEIGHT (KG):**	**18.3**

[HW] [UD] [TH]	Fuel Rod Gun Type-33 Variant 2			Semi-Auto (2)		"Type-33 Light Anti-Armor Weapon"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Rocket Launcher	3D10	+5	12	5	20m-300m	38mm RadEXP	89	13
If the weapon impacts or detonates under a 20 Meter Range, the Fuel Rod's RadEXP shot will not explode, and will only gain Blast (1). If impacting further than 20 Meters, the shot gains Blast (3), Kill (1). Shots will detonate once they reach the 300 Meters.							**WEIGHT (KG):**	**18.3**

[HW] [UD] [TH]	Fuel Rod Gun Type-58			Semi-Auto (2)		"Type-58 Light Anti-Armor Weapon"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Rocket Launcher	3D10	+7	12	5	20m-325m	38mm RadEXP	91	13
If the weapon impacts or detonates under a 10 Meter Range, the Fuel Rod's RadEXP shot will not explode, and will only gain Blast (1). If impacting further than 20 Meters, the shot gains Blast (3), Kill (1). Shots will detonate once they reach the 300 Meters.							**WEIGHT (KG):**	**18.7**

[HW] [UD] [TH]	Beam Assault Cannon			Sustained (4)		"Type-33a Anti-Materiel/Personnel Weapon"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Rocket Launcher	3D10	+7	11	60	10m-100m	Incendiary Gel	75	15
Flame (1D5) Special Rule.							**WEIGHT (KG):**	**133.5**

[HW] [UD] [TH]	Blast Assault Cannon			Auto (1)		"Type-33b Anti-Materiel/Personnel Weapon"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Rocket Launcher	5D10	+5	8	30	15m-125m	Incendiary Gel	75	15
Blast (5), Kill (2).							**WEIGHT (KG):**	**133.5**

[HW] [UD] [TH]	Type-57 Assault Cannon			Auto (9) or Auto (1)		"Type-57 Anti-Materiel/Personnel Weapon"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Rocket Launcher	5D10	+5	8	100	15m-125m	Incendiary Gel	105	15
Machine Gun	2D10	+1	23					
The Type-57 Assault Cannon has two firing modes; an explosive Blast and an Automatic spitfire. Both Firing Modes have the Homing Special Rule. The Automatic firing mode has Auto (9), while the Explosive mode has Auto (1). When firing the Rocket Launcher firing mode, each shot takes up 5 from the Magazine and has Blast (5), Kill (2).							**WEIGHT (KG):**	**144.2**

EXPLOSIVES AND GRENADES

[UD]	Plasma Grenade			"Type-1 Antipersonnel Grenade"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**	
Grenade	1D10	+10	20	Blast (6), Kill (1)	10	
Sticky Special Rule and Cauterize Special Rule. The Plasma Grenade can distinguish between targets and environment using heat signatures. The Plasma Grenade has a 4-second fuse. Once stuck, the grenade will detonate at the beginning of the Character's next Turn.					**WEIGHT (KG):**	**0.8**

[UD]	Firebomb			"Type-3 Antipersonnel/Antimateriel Incendiary Grenade"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**	
Grenade	1D10	+6	10	Blast (10), Kill (1)	8	
Flame (1D10) Special Rule. Breaks on Impact and burns for Two Rounds. Cauterize Special Rule.					**WEIGHT (KG):**	**3.6**

[UD]	Spike Grenade			"Type-2 Antipersonnel Fragmentation Grenade"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**	
Grenade	2D10	+10	12	Blast (8), Kill (2)	9	
Spike Special Rule when thrown. Melee attacks using this grenade share the Jiralhanae Combat Knife's Damage and Piercing. The Spike Grenade has a 4-second fuse. Once released, the grenade will detonate at the beginning of the Character's next Turn.					**WEIGHT (KG):**	**1.9**

[UD]	Antimatter Grenade			"Type-4 Antipersonnel Grenade"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**	
Grenade	2D10	+20	3	Blast (8), Kill (2)	9	
The Antimatter Grenade has a 4-second fuse. Once released, the grenade will detonate at the beginning of the Character's next Turn.					**WEIGHT (KG):**	**1**

[UD]	Covenant Charge			“Type-4 Door Charge”		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**	
Satchel Charge	3D10	+5	15	Blast (6), Kill (2)	18	
Satchel Charge that explodes outward in one direction, only. Uses powerful adhesive to seal to any surface. Used to blow down doors and holes in walls. Safe to stand behind even during detonation. Blasts outward in a 45-degree cone shape.				**WEIGHT (KG):**	**4.9**	

[UD]	Plasma Charge			“Type-9 Ordnance”		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**	
Satchel Charge	12D10	+15	15	Blast (10), Kill (2)	112	
Satchel Charge that explodes outward in one direction, only. Uses powerful adhesive to seal to any surface. Used to blow down doors and holes in walls. Safe to stand behind even during detonation. Blasts outward in a 45-degree cone shape.				**WEIGHT (KG):**	**12**	

[UD]	Plasma Bomb			“Type-1 Ordnance”		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**	
Grenade	9D10	+7	30	Blast (18), Kill (15)	75	
Keypad-armed large explosive device. Comes with an armored Backpack with an Armor Rating of 6. An extremely powerful and large-range explosive that’s adjustable for time-based remote detonation. Creates powerful shockwaves up to 30 Meters. -20 Strength Test if inside Shockwave or take 1D10 Damage that ignores Armor and Toughness and fall Prone. Cauterize Special Rule.				**WEIGHT (KG):**	**7.5**	

[UD]	Brute Landmine			“Type-2 Antimateriel Landmine”		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**	
Landmine	2D10	+25	18	Blast (9), Kill (5)	32	
Able to detonate from proximity and set timers. Can be detonated via proximity even when buried up to a meter deep. Launchers 2 Meters into the air and then detonates. If launches under a vehicle or Character, the Brute Landmine gains the Spike Special Rule.				**WEIGHT (KG):**	**6**	

MELEE WEAPONRY AND CLOSE COMBAT UTILITIES

[OH] [SD] [PD]	Standard Curveblade					
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**	
Knife	2D10	Half Strength Modifier +3	Half Strength Modifier +4	--	14	
Covenant curved knife with a 25cm blade. -10 Penalty when throwing. Hand Guard gives a +2 Armor to Melee Attacks to the hand holding this weapon				**WEIGHT (KG):**	**0.6**	

[OH] [SD] [PD]	Sangheili Curveblade					
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**	
Knife	2D10	Half Strength Modifier +5	Half Strength Modifier +2	--	19	
Enlarged curved knife with a 45cm blade. -10 Penalty when throwing. Hand Guard gives a +2 Armor to Melee Attacks to the hand holding this weapon				**WEIGHT (KG):**	**1.3**	

[OH] [SD] [PD]	Jiralhanae Combat Knife					
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**	
Knife	1D10	Half Strength Modifier +6	Half Strength Modifier +6	--	24	
Covenant curved knife with a 25cm blade. -10 Penalty when throwing. Has a protective handguard that gives a 6 Armor Rating to Attacks against the hand wielding the blade.				**WEIGHT (KG):**	**1**	

[OH] [SD] [PD]	Burnblade					
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**	
Sword	1D10	Strength Modifier +3	Half Strength Modifier +2	--	56	
A sabre-like Sword with a heated, red blade. Hand Guard gives a +2 Armor to Melee Attacks to the hand holding this weapon. Cauterize Special Rule.				**WEIGHT (KG):**	**1.7**	

[OH] [SD] [PD]	Energy Cutlass					
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**	
Sword	2D10	Strength Modifier	Half Strength Modifier +5	+1	36	
A cutlass sword with a blade forged from Blamite. When a Piercing Attack is landed and deals Damage, the Cutlass gains the Needle (1) Special Rule and detonates. This destroys the Energy Cutlass.				**WEIGHT (KG):**	**1.1**	

[TH][BD] [HW]	Gravity Hammer					
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**	
Hammer	3D10	Strength Modifier +7	--	+2	259	
When activated, the Gravity Hammer has the Gravity (4) Special Rule. The Gravity Hammer must physically hit the Hammer for it to roll its Damage. Any Character, except for the User, will be affected if they are still within the 4 Meter radius of the Hammer’s strike. Anyone behind the User is not affected by the Hammer’s Gravity Special Rule. Slow Special Rule. **When the Gravity Hammer is activated and has the Gravity Special Rule, it may only swing once per Half Action.**				**WEIGHT (KG):**	**38.7**	

[OH] [UD] [S]	Energy Dagger					
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**	
Knife	2D10	Half Strength Modifier +5	Strength Modifier +12	--	159	
Cauterize Special Rule. Deactivates when not held. 46cm blade when activated.				**WEIGHT (KG):**	**0.8**	

[OH] [UD]	Energy Sword					
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**	
Sword	2D10	Half Strength Modifier +12	Strength Modifier +25	+1	299	
Cauterize Special Rule. Deactivates when not held. 128cm blade when activated.				**WEIGHT (KG):**	**2.3**	

[TH] [UD] [HW]	Energy Stave					
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**	
Polearm [UD]	3D10	Half Strength Modifier +12	Strength Modifier +25	+3	399	
Metal Only [BD]	2D10	Strength Modifier +3	Half Strength Modifier	+2		
Cauterize Special Rule. Deactivates when not held. If attacking using this weapon when deactivated, it deals the Deactivated Type damage set. Slow Special Rule.				**WEIGHT (KG):**	**25.7**	

[TH] [UD] [HW]	Energy Lance				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**
Polearm [UD}	3D10	Half Strength Modifier +8	Strength Modifier +25	+2	392
Metal Only [BD]	2D10	Strength Modifier +3	Half Strength Modifier	+2	
Cauterize Special Rule. Deactivates when not held. A dual-sided Lance with a metal pole. If attacking using this weapon when deactivated, it deals the Deactivated Type damage set. If the User has the Modern Army Combative Ability, the User gains +1 to their total Melee Attacks per Full Action. Slow Special Rule.				**WEIGHT (KG):**	**21.2**

[TH] [UD]	Energy Garrote				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**
Strangling Wire, Grappling-based	--	Half Strength Modifier	Strength Modifier +12	--	17
Cauterize Special Rule. Two small cylinders unravel into a garrote. +20 to Grappling Attacks when attempting to Strangle a Character.				**WEIGHT (KG):**	**0.2**

[TH*] [BD] [HW]	Hunter Heavy Metal Shield				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**
Shield	5D10	Strength Modifier + 20	--	+1	81
The Hunter Heavy Metal Shield has 1,000 Break Points and gives 35 Armor for protection. Every 100 Break Points lost, the Shield has 1 less Armor given. The Heavy Metal Shield cannot be Parried and can only swing once per Full Action. Slow Special Rule.				**WEIGHT (KG):**	**2,000**

[TH*] [BD] [PD] [HW]	Jiralhanae Combat Shield				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**
Shield [BD]	2D10	Strength Modifier +8	--	+1	25
Spike [PD]	2D10	Half Strength Modifier +5	Half Strength Modifier +5	+1	
The Combat Shield has 250 Break Points and gives 15 Armor for protection. Every 25 Break Points lost, the Shield has 1 less Armor given. The shield can protect the Arm using the Shield, alongside one chosen Body Locations alongside the Arm holding the Shield. Slow Special Rule.				**WEIGHT (KG):**	**18.6**

***Mgalekgolo may hold their [TH] Heavy Metal Shield as a [OH] Weapon. Characters with 3 or more Mythic Strength may hold their [TH] Jiralhanae Combat Shield as [OH].**

VEHICLE WEAPONRY

CANNONS

	Type-25 Heavy Plasma Cannon			Auto (6)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Cannon	3D10	+8	20	120	250m-1,000m	Plasma Battery	102	Vehicle Specified
Primary Armament of the Covenant Phantom vehicles. Cauterize Special Rule. Blast (4).							**WEIGHT (KG):**	

	Type-31 Heavy Plasma Cannon			Auto (5)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Cannon	3D10	+8	22	120	250m-900m	Plasma Battery	109	Vehicle Specified
Primary Armament of the Covenant Phantom vehicles. Cauterize Special Rule. Blast (6), Kill (1).							**WEIGHT (KG):**	

	Type-44 Heavy Plasma Cannon			Auto (4)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Cannon	3D10	+7	24	120	300m-1,500m	Plasma Battery	138	Vehicle Specified
Primary Armament of the Covenant Phantom vehicles. Cauterize Special Rule. Blast (6), Kill (2).							**WEIGHT (KG):**	

	Type-47 Heavy Plasma Cannon			Auto (5)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Cannon	3D10	+8	21	120	300m-1,500m	Plasma Battery	139	Vehicle Specified
Primary Armament of the Covenant Phantom vehicles. Cauterize Special Rule. Blast (6), Kill (2).							**WEIGHT (KG):**	

	Type-52 Heavy Plasma Cannon			Auto (6)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Cannon	3D10	+7	22	120	300m-1,250m	Plasma Battery	118	Vehicle Specified
Primary Armament of the Covenant Phantom vehicles. Cauterize Special Rule. Blast (7)							**WEIGHT (KG):**	

	Type-57 Heavy Plasma Cannon			Auto (3)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Cannon	4D10	+8	18	120	300m-1,750m	Plasma Battery	154	Vehicle Specified
Primary Armament of the Covenant Phantom vehicles. Cauterize Special Rule. Blast (8), Kill (4).							**WEIGHT (KG):**	

	Fuel Rod Cannon			Auto (1)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Cannon	3D10	+12	18	100	20m-1,100m	58mm RadEXP	100	Vehicle Specified
Secondary Armament of the Banshee vehicle. If the weapon impacts or detonates under a 10 Meter Range, the Fuel Rod's RadEXP shot will not explode, and will only gain Blast (1). If impacting further than 20 Meters, the shot gains Blast (3), Kill (1). Shots will detonate once they reach the 300 Meters.							**WEIGHT (KG):**	

	Class-2 Medium Plasma Mortar			Auto (1)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Mortar Cannon	3D10	+10	30	125	300m-1,000m	Plasma Battery	111	Vehicle Specified
Primary Armament of the Covenant Revenant vehicles. Cauterize Special Rule. Blast (6), Kill (2).							**WEIGHT (KG):**	

	Type-26 35cm Plasma Mortar			Auto (1)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Mortar Cannon	5D10	+14	30	40	300m-1,000m	Plasma Battery	110	Vehicle Specified
Primary Armament of the Covenant Wraith vehicles. Cauterize Special Rule. Blast (12), Kill (4).							**WEIGHT (KG):**	

	Type-58 35cm Plasma Mortar			Auto (1)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Mortar Cannon	5D10	+14	35	40	300m-1,250m	Plasma Battery	125	Vehicle Specified
Primary Armament of the Covenant Wraith vehicles. Cauterize Special Rule. Blast (12), Kill (4).							**WEIGHT (KG):**	

	Class-4 Stasis cannon			Sustained (2)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Cannon	3D10	--	25	20	30m-200m	Plasma Battery	80	Vehicle Specified
Primary Armament of the Covenant Vampire vehicles. EMP (6) Special Rule when damaged is caused to the Opposing Vehicle.							**WEIGHT (KG):**	

AUTOCANNONS

	35mm Autocannon			Auto (6)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	3D10	+14	10	240	35m-550m	12.5mm Bolt	105	Vehicle Specified
Primary Armament of the Covenant Chopper. Cauterize Special Rule and Spike Special Rule.							**WEIGHT (KG):**	**13.2**

	Type-52 Rapid-Fire Plasma Flak Cannon			Auto (1)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	2D10	+14	26	250	25m-2,500m	Plasma Battery	220	Vehicle Specified
Primary Armament of the Covenant Anti-Air Wraith vehicles. Vehicle Lock Special Rule against Air Vehicles. Cauterize Special Rule. Blast (1)							**WEIGHT (KG):**	

	Type-58 Rapid-Fire Plasma Flak Cannon			Auto (1)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	2D10	+14	28	250	25m-2,750m	Plasma Battery	230	Vehicle Specified
Primary Armament of the Covenant Anti-Air Wraith vehicles. Vehicle Lock Special Rule against Air Vehicles. Cauterize Special Rule. Blast (1)							**WEIGHT (KG):**	

	Type-32 Class-2 Directed Energy Cannons			Auto (6)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	2D10	+14	18	600	30m-550m	Plasma Battery	195	Vehicle Specified
Primary Armament of the Covenant Ghost vehicles. Cauterize Special Rule.							**WEIGHT (KG):**	

	Type-54 Class-2 Directed Energy Cannons			Auto (7)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	2D10	+14	19	600	50m-600m	Plasma Battery	200	Vehicle Specified
Primary Armament of the Covenant Ghost vehicles. Cauterize Special Rule.							**WEIGHT (KG):**	

	Class-3 Directed Energy Cannons			Auto (6)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	3D10	+16	18	600	50m-1,600m	Plasma Battery	250	Vehicle Specified
Primary Armament of the Covenant Ghost vehicles. Cauterize Special Rule.							**WEIGHT (KG):**	

	Type-29 Anti-Infantry Weapon			Auto (12)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	3D10	+11	14	600	20m-400m	Plasma Battery	190	Vehicle Specified
Primary Armament of the Covenant Spectre245 vehicles. Cauterize Special Rule.							**WEIGHT (KG):**	

	Type-46 Directed Energy Cannons			Auto (11)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	2D10	+15	17	600	40m-650m	Plasma Battery	245	Vehicle Specified
Primary Armament of the Covenant Ghost vehicles. Cauterize Special Rule.							**WEIGHT (KG):**	

	Type-31 Pulse Laser			Auto (1)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	5D10	+12	18	600	50m2,500m	Plasma Battery	300	Vehicle Specified
Secondary Armament of the Covenant Seraph vehicles. Cauterize Special Rule.							**WEIGHT (KG):**	

	Heavy Plasma Repeater			Auto (3)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	4D10	+5	22	300	150m5,500m	Plasma Battery		Vehicle Specified
Secondary Armament of the Covenant Scarab Walker. Cauterize Special Rule. Vehicle Lock Special Rule against air vehicles.							**WEIGHT (KG):**	

HEAVY NEEDLERS

	Heavy Needle Cannon			Auto (6)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	3D10	+15	8	250	50m-250	Heavy Blamite	120	Vehicle Specified
Needle (5) Special Rule and Homing Special Rule. Needle Rule able to impale and damage Vehicles.							**WEIGHT (KG):**	

	Heavy Needle Autocannon			Burst (12)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	1D10	+15	16	250	20m-150	Heavy Blamite	110	Vehicle Specified
Needle (9) Special Rule and Homing Special Rule. Needle Rule able to impale and damage Vehicles.							**WEIGHT (KG):**	

	Heavy Needle Launcher			Auto (1)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	4D10	+20	14	25	120m-1,000	Heavy Blamite	155	Vehicle Specified
Needle (1) Special Rule and Homing Special Rule. Needle Rule able to impale and damage Vehicles, and Needle (1) multiplies damage by 5.							**WEIGHT (KG):**	

FOCUS CANNONS

	Type-30 Focus Cannon			Sustained (5)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	2D10	+4	30	300	5m-600m	Plasma Battery	125	Vehicle Specified
Primary Armament of the Covenant Locust Walker. Cauterize Special Rule. Blast (2)							**WEIGHT (KG):**	

	Type-47 Heavy Focus Cannon			Sustained (5)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	5D10	+12	35	300	5m-1,200m	Plasma Battery	320	Vehicle Specified
Primary Armament of the Covenant Scarab Walker. Cauterize Special Rule. Blast (10), Kill (2)							**WEIGHT (KG):**	

AMMUNITION FOR RELOADABLE COVENANT WEAPONS

STANDARD AMMUNITION

AMMUNITION	PRICE	AMMUNITION	PRICE
Needler Blamite	5 cR per 1 Block. Each Block is one full Reload for any weapon that uses this Ammunition.	Heavy Blamite	25 cR per 1 Block. Each Block is one full Reload for any weapon that uses this Ammunition.
7.9mm Bolt	1 cR per 30 Rounds	38mm RadEXP	35 cR per 10 RadEXP Cases
8.7x60mm CRP	1 cR per 25 Rounds	58mm RadEXP	45 cR per 10 RadEXP Cases
45mm HIE	10 cR per 5 HIE Grenades	Incendiary Gel	10 cR per 5 Gel Cases
20mm PSR	15 cR per 5 PSR Grenades	12.5mm Bolt	1 cR per 20 Rounds
Plasma Battery	A Plasma Battery is a Plasma weapon's source of ammunition and is replaceable and rechargeable. These batteries cost one half of the weapon's total cR cost, rounding up.		

STATIONARY GUNS

STATIONARY GUNS

A Stationary Gun is a manned Turret weapon where the User is able to sit and fire. Stationary Guns generally offer some protection from oncoming fire, but do not have any mobility options. Stationary Guns have Armor and Hull Integrity, similar to Vehicles, but in a limited sense.

HULL INTEGRITY

When the Stationary Gun's Hull Integrity reaches 0, it becomes inoperable.

Type-26 Anti-Infantry Stationary Gun Shade



COMBAT EXPERIENCE: 100 Exp

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
1.3 Meters	0.8 Meters	3.1 Meters	30.3 KG
HULL			
HULL MATERIAL		HULL INTEGRITY	
Nanolaminate Hull Plating		55	
ARMOR			
FRONT	BACK	SIDE	TOP
14	14	10	9
Type-26 ASG Shade			PRICE
Two Type-32 Class-2 Directed Energy Cannons			490

Type-27 Anti-Infantry Stationary Gun Shade



COMBAT EXPERIENCE: 100 Exp

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
2.6 Meters	0.7 Meters	1.1 Meters	50.1 KG
HULL			
HULL MATERIAL		HULL INTEGRITY	
Nanolaminate Hull Plating		50	
ARMOR			
FRONT	BACK	SIDE	TOP
20	4	8	--
Type-27 ASG Shade			PRICE
Type-57 Heavy Plasma Cannon			235

Type-29 Anti-Infantry Stationary Gun Shade



COMBAT EXPERIENCE: 100 Exp

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
4.4 Meters	3.1 Meters	3.2 Meters	364.4 KG
HULL			
HULL MATERIAL		HULL INTEGRITY	
Nanolaminate Hull Plating		65	
ARMOR			
FRONT	BACK	SIDE	TOP
15	15	15	--
Type-29 ASG Shade			PRICE
Type-25 Heavy Plasma Cannon			215

Type-55 Anti-Infantry Stationary Gun Shade



COMBAT EXPERIENCE: 100 Exp

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
4.5 Meters	3.2 Meters	2.6 Meters	373.6 KG
HULL			
HULL MATERIAL		HULL INTEGRITY	
Nanolaminate Hull Plating		55	
ARMOR			
FRONT	BACK	SIDE	TOP
20	18	17	--
Type-55 ASG Shade			PRICE
Type-54 Class-2 Directed Energy Cannon			310

COVENANT INFANTRY FIREARM MODIFICATIONS

These upgrades are available only after 2554, two years after the Great Schism. Each weapon can be given up to 2 Upgrades. The second upgrade is at a +25% increase in price from what it would have been as a single upgrade.

MODIFICATION	DAMAGE	PIERCE	ABILITY	PRICE
Automatic Upgrade	--	--	Any non-Automatic Semi-Automatic weapon is modified to become Fully Automatic, replacing Semi-Auto(X) with Auto (X). If a weapon already has an Automatic firing mode, it cannot receive this Modification. To figure the weapon's new Rate of Fire, you multiply Semi-Auto (X) by 2, and then add +1. For example, a weapon with Semi-Auto (3) becomes Auto (7). The cost of this modification is the weapon's cost.	**(X)**
Blood of Suban	**+1**	**-3**	Any Covenant Carbine rifle is able to be modified to replace their 8.7x60mm CRP Round with a Subanese Blamite Crystal shard. This upgrade gives the weapon the Needle (5) Special Rule. The weapon must be reloaded with Needle Rifle Blamite Crystals and no longer works with the 8.7x60mm Rounds.	**100**
Enhanced Targeting	--	--	Any weapon that has the Homing Special Rule or the Vehicle Lock Special Rule gains an extra +5 To-Hit.	**100**
Urs' Gift	**-1**	**-4**	Automatic weaponry gain an increased Rate of Fire. For every 3 Rate of Fire a weapon has, it gains +1. For example, a weapon that had an Auto (3) becomes Auto (4), and a weapon that was Auto (9) becomes Auto (12). The price of this modification is 50 cR for every 1 Rate of Fire the weapon had before the Upgrade. An example of this is a Weapon with an Auto (5), before Upgrade, costs 250 cR to upgrade.	**(X)**
Seeker	--	--	The Seeker modification only can be used with Plasma-based weaponry. The Seeker modification gives the weapon a light homing effect, giving the User a +10 To-Hit. The price of this modification is the weapon's original cost multiplied by 2.	**(X)**
Radiance	--	--	Explosive Launcher weaponry are compatible with the Radiance Modification. This Modification increases the distance in which Blast and Kill radius reach. For every 4 Meters the Weapon's Blast reaches, it gains an extra +1 Meter to that range. For every 3 Meters of the Weapon's Kill reaches, it gains an extra +1 Meter to that range. If either Blast or Kill are below the number needed to be increased by Radiance, they are increased by 1 Meter. The price of this modification is the weapon's original cost, multiplied by 3.	**(X)**
Twin Attendants	--	--	Any Plasma-based weapon can gain the Twin Attendants modification. This modification is highly unstable, but for every shot the weapon would make, it makes two, instead. For example, a weapon that would fire one Plasma bolt would fire two at that time, instead. This also means that every shot made takes double the magazine cost. Due to being unstable, after every Round, the weapon gains a 5% chance of overheating for every shot taken that turn. If the weapon does overheat, it gains the Overheat (X) Special Rule, where (X) is how many shots were fired that Round. The price of this modification is the weapon's original cost, multiplied by 6.	**(X)**

TYPE-25 GRENADE LAUNCHER "BRUTE SHOT" AMMUNITION TYPES

MODIFICATION	DAMAGE	PIERCE	ABILITY	PRICE
Explosive	--	--	The default Brute Shot ammunition type.	--
EMP	**-5**	**-2**	Creates an EMP (3) within the Blast Radius of the weapon.	**+5 cR**
Fire	**+5**	**-2**	Removes the weapon's Kill Radius, but replaces it with Flame (2D5).	--

COVENANT ENERGY BLADE WEAPON MODIFICATIONS

Once an upgrade is taken, it is permanent. Only a maximum of 2 Modifications may be put on one Energy Sword, Energy Dagger, Energy Lance, and Energy Stave.

MODIFICATION	DAMAGE	PIERCE	ABILITY	PRICE
Unstable	--	--	The energy blade's color changes to a purple, red, or white. The sword rolls a Critical Hit on a 8, 9, or 10, instead of only a 9 and 10. An Unstable sword cannot cloak with the Character using it.	**125**
Incursion	--	--	The energy blade's length is increased, giving the weapon +1 Meter to the Melee Range.	**150**
Refraction	--	--	The weapon is outfitted with a protective hand guard. This gives the Character's Hand that is holding the weapon a +5 Bonus to Armor. This hand guard also gives the Character a +10 Bonus to defending against being Disarmed.	**100**
Devotion	**+10**	**-10**	The energy blade glows incredibly bright and has a less stable magnetic-field generator, causing the blade to warp and send out arcs of plasma when the weapon is used in an Attack. Other characters within a Meter of the Target of this weapon must make an Evasion Roll or also be damaged by the energy blade's plasma arcs. This Attack does not figure in the energy blade's Pierce when Damaging the other Characters. This Modification also gives others a +10 to Visual Perception Tests to spot the Weapon.	**175**
Weightless	--	**-4**	The weapon is made 25% lighter. Due to the lighter-weight modification, the weapon also glows dully and deals less Pierce, overall.	**50**
Blind	--	**+15**	The weapon is made 25% heaver and is made nearly invisible to the naked eye unless you are up close to the weapon. This gives Characters a -30 Penalty to Visual Perception Tests to spot the weapon. The sword is given a -10 Penalty to Parrying and a -10 Penalty to being Parried.	**200**
Night	**-5**	**-5**	The weapon is built with a cloaking unit, which counts as the Character using it to have a Cloaking Unit when held. The weapon and the User are both cloaked when activated.	**400**

COVENANT GRAVITY HAMMER MODIFICATIONS

Once an upgrade is taken, it is permanent. Only a maximum of 2 Modifications may be put on one Gravity Hammer.

MODIFICATION	DAMAGE	PIERCE	ABILITY	PRICE
Crushing	**+10**	--	The large blade of the Gravity Hammer is removed and replaced with powerful thrusters. When the Hammer's Gravity effect is activated, the Hammer gains a +10 Bonus to Base Damage to that Attack.	**100**
Power	--	--	The Hammer is larger and bulkier. The hammer weighs an extra 12 KG and is given a +1 Meter to Melee range. The weapon also gains Gravity (5), instead of Gravity (4).	**200**
Edge	--	--	The blade on the Gravity Hammer is increased in size, similar to a Battle Axe. This gives the blade of the weapon +3 to Damage and +1 to Pierce. This increases the weight of the Hammer by 3 KG.	**200**
Respite	--	--	The Hammer is given a longer handle. This gives the weapon a +1 Meter to Melee Range.	**100**
Guard	--	--	The weapon is outfitted with a protective hand guard. This gives the Character's Hand that is holding the weapon a +5 Bonus to Armor. This hand guard also gives the Character a +10 Bonus to defending against being Disarmed.	**100**
Lightweight	--	--	The Hammer's length is reduced, reducing the weight of the Hammer by 17 KG. This also reduces the weapon's Melee Range by -1 Meter.	**150**
Volatile	--	--	The Hammer's Gravity Special Rule no longer hits as a radius, but instead strikes as if it were a Flame (2D10) effect. The Hammer's Flame (2D10) effect reaches out to 8 Meters when activated.	**1,000**
Fate	--	--	The Hammer loses the Gravity Special Rule and is replaced with the Gravimetric (10) Special Rule. This may only affect one Target at a time.	**1,000**
Burning	**-3**	**+12**	The Hammer's blade is removed, but the weapon is given 4 Plasma Blades. This gives the Hammer +12 to Pierce and +4 KG to the Hammer's Weight. Cauterize Special Rule.	**1,000**

COVENANT ARMORY

HELMET AND FACIAL EQUIPMENT

EQUIPMENT	BENEFITS	WEIGHT	cR
Targeting Headgear	A specialized headpiece that is polarized and has a 3x and 5x Zoom function and can connect to Smartlink scopes. Only takes half Penalties in bright Lights.	1	34
Tactical Headpiece	The Covenant equivalent of the UNSC VISR that replaces the Character's helmet. It offers 10 Armor.	2	58
Communications Transmitter	Emergency communicator that fits over the ear or a Character. Can be used to communicate with all Covenant communication relays and stations.	0.4	5
Night Vision Device	Halves all Light-based Darkness and Low Light Penalties.	0.6	23
Holographic Eyepiece	Allows the Character access to the Covenant equivalent of VISR. Comes with all the benefits of VISR but no communication to UNSC Equipment.	0.4	25
Rebreathing Safety Mask	Allows the Character to breathe while in toxic locations. Able to filter and keep the Character safe for 48 hours before needing recharged. The device is able to recharge in one hour while in a breathable atmosphere. Covers only the mouth and has a special hose attachment that hooks into a Sangheili's mouth.	1.6	24

CARRYING DEVICES

EQUIPMENT	BENEFITS	WEIGHT	cR
Equipment Pouch	An Armored carrying case with an Armor Rating of 8. Able to carry 5 Magazines, Grenades, and Clips. Once the Hardened Equipment Pouch takes 15 Damage, it no longer offers an Armor Rating. This does not stack with the Character's Armor.	1	13
Gravitational Holster	A small, localized gravitational field that can be used to hold a weapon to the Character's Armor in a desired location. Will move the weapon to the Character's Hand when attempting to reach for it, giving the Character the effects of the Quick Draw Ability when used.	1.1	75
Standard Holster	A strong leather-like bond that holds the weapon to the Character.	0.4	10
Hardened Equipment Pouch	An armored carrying device with an Armor Rating of 11. Able to carry 5 Magazines, Grenades, and Clips. Once the Hardened Equipment Pouch takes 15 Damage, it no longer offers an Armor Rating. This does not stack with the Character's Armor.	1.3	15
Ammunition Pouch	An ammunition pouch that can carry 1 Plasma Battery or 6 Magazine, Grenades, and Clips.	0.3	5
Thigh Rig	An armored carrying device that connects to the Armor on a Character's Thigh. The Rig has 13 Armor, but does not stack with the Character's Armor. Able to carry 3 Magazines, Grenades, and Clips, or a sidearm.	1.1	15

COMPUTING AND COMMUNICATIONS

EQUIPMENT	BENEFITS	WEIGHT	cR
Portable Computer	A small handheld computer used by the Covenant. The Portable Computer is able to record video, text, and audio from itself or any tethered Smartlink scopes, Probes, and other devices that have a Smartlink system or camera. The device is able to store 400 hours of video. The Portable Computer also is able to send and receive files, do real-time communication with local Covenant outposts and units within 3 Kilometers of the User, and anything else a GM would see an advanced, but small portable computer to be able to do. Firewall (50)	0.5	500
Transmitter Frequency Admitter Array	A 3-Meter-tall station that extends the range of Communication devices to reach Ships within the Solar System the User is in. Connects to all Covenant devices and can transmit the signal within 5 Rounds of being sent. Firewall (60)	33	140
Emergency Beacon	A small handheld device with the ability to request emergency support. The Emergency Beacon transmits an Emergency Code to all units within 1 Kilometer of the User. If tethered and nearby a Transmitter Frequency Admitter Array, the Beacon will be able to transmit the distress signal to nearby Ships and Stations.	0.1	15
Race Infinitely Variable Translator	A tablet-like computer that translates text, speak, and radio waves to and from Covenant languages.	2.5	86
Spy Probe	A small floating probe that scans and records video, sound, and energy signals. The Spy Probe is able to store up to 100 hours of material before needing to transmit saved data to a larger device. Firewall (70)	6.7	200

OTHER

EQUIPMENT	BENEFITS	WEIGHT	cR
Rope	A metallic-like rope that can withstand up to 4,500 KG of weight without breaking. 2 cR per 1 Meter of Rope. Each Meter of Rope weighs 0.4 KG.	--	--
Camping Stool	A small anti-gravity adjusted stool for sitting on. The stool's height can be set by using a small anti-gravity tool built in that hovers the seat above the ground.	1.9	4
Species MRE	A species-specific "Meals, Ready to Eat" packaged food for Soldiers to eat during missions.	0.5	1
Plasma Recharge Station	A Plasma Recharge Station is a Battery recharging unit for many Covenant weapons. Each Plasma Recharge Station holds can recharge 100 Plasma batteries before emptied. If a Plasma Recharge Station takes 20 points of Damage, it explodes as if it were a Covenant Charge explosive.	15.4	30
Methane Recharge Station	A station that cycles methane out of the atmosphere for the use of recharging Methane Tanks for Unggoy Characters. A Methane Recharge Station is able to fill a Methane Tank within 20 seconds (5 Rounds). Each Methane Recharge Station can fill 4 Tanks at once, and has 20 uses before it empties. The Methane Recharge Station recovers 1 Use per hour, if it is in an atmosphere with methane that can be siphoned.	13	30
Methane Tank	A tank for feeding Methane gas into the Oxygen that an Unggoy Character breathes. The Tank holds 120 hours of breathable Methane. Able to be recharged by the Methane Recharge Station.	9	10
Kig-Yar Point Defense Gauntlet	A Shield that has a 1.2 Meter diameter. The Defense gauntlet has a Shield Integrity of 225, a Recharge Rate of 225, and a Recharge Delay of 5. The Defense Gauntlet can protect the Arm using the Shield, alongside two chosen Body Locations alongside the Arm holding the Shield. If used by Large and Huge Characters, the Shield is only able to protect the Arm Location and a chosen second Body Location alongside the Arm holding the Shield. Small Characters using the Shield are able to Protect their entire body, but due to the size of the shield compared to the Character using it, the Character gains a -10 Penalty to Visual Perception Tests and a -10 to all Reflex Tests while using the Shield. Gives -20 To Hit when using [TH] weapons.	2.7	220
Kig-Yar Wrist Point Defense Gauntlet	A set of two Defense Gauntlets that attach to the wrists of the User. The Wrist Point Defense Gauntlets are able to protect the Hand and Forearm Sub-Locations of the Character, but can also protect one selected Body Location on the Character with a Successful -10 Reflex Test. . The Defense gauntlet has a Shield Integrity of 225, a Recharge Rate of 225, and a Recharge Delay of 5.	1.8	220
Sangheili Point Defense Gauntlet	A large-scale Point Defense Gauntlet, 1.5 Meters wide and 2 Meters tall. The Defense gauntlet has a Shield Integrity of 225, a Recharge Rate of 225, and a Recharge Delay of 5. The Defense Gauntlet can protect the Arm using the Shield, alongside three chosen Body Locations alongside the Arm holding the Shield. For Large and Huge Characters, the Gauntlet can protect the Arm using the Shield, alongside two chosen Body Locations alongside the Arm holding the Shield. Small Characters using the Shield are able to Protect their entire body, but due to the size of the shield compared to the Character using it, the Character gains a -10 Penalty to Visual Perception Tests and a -20 to all Reflex Tests while using the Shield.	3.4	300

SURVIVAL

Due to the incredibly limited knowledge of Covenant society and how they handle situations outside battle, we have nothing to go on how they'd handle survival equipment. Covenant Characters may take Human/UNSC Survival Equipment without paying any extra, as long as the GM allows it.

DEPLOYABLE EQUIPMENT

EQUIPMENT	BENEFITS	WEIGHT	cR
Bubble Shield	A small device that forms a circular protective barrier in a 3 Meter Radius. The Bubble Shield lasts for 6 Rounds, before shorting out and exploding. Explosion caused by the Bubble Shield's detonation is 1D5 Damage, Blast (1).	2.1	50
Deployable Cover	Deployable Energy Shield, 3 Meters tall and 2 Meters wide. The Shield has a Shield Rating of 200, a Shield Delay of 5, and a Shield Recharge of 50. The Deployable Cover can be deactivated and activated in a Half Action.	2.6	110
Power Drain Device	A device that shorts out electronics. Drains Energy Shields within a 4 Meter Radius. Every Round an Energy Shield is within the radius of the Power Drain Device, it loses 50 Shield Rating. Vehicles and Equipment that are within the Power Drain's Radius are affected by the EMP (3) Special Rule. The Power Drain lasts for 4 Rounds, before shorting out and exploding. Explosions caused by the Bubble Shield deal the damage equivalent to the Plasma Grenade, alongside the EMP (2) Special Rule.	2.9	100
Flare	A blinding light is active for 3 Rounds. Characters within 10 Meters take a -60 Visual Perception penalty and a -50 Warfare Range and Warfare Melee Penalty. After 3 Rounds, the Flare explodes, dealing the damage equivalent to the M9 Grenade in the Human Armory.	3.1	100
Radar Jammer	Tricks all enemy IFF Tags and Radars to display 15 Enemy Tags for 4 Rounds. One-time use.	2.1	25

Regenerator	The Regenerator regenerates all Energy Shields at twice the Shield's Recharge Rate, while halving the Shield's Shield Delay. The Regenerator lasts for 4 Rounds before shorting out. One-time use.	1.9	190
Kindler GPS	Kindler Global Positioning System is used to find the current location on any supported planet. The Kindler UGPS displays maps as a hologram that is projected above a handheld device.	0.4	20
Kindler Unit	The Kindler Unit uses laser scanning to track environments to create the maps for the KGPS. This handheld device can float on its own and move down straightforward paths, scanning its surroundings. It will eventually attempt to return to the user once scanning is complete. Sends improved mapping functions to the Kindler GPS.	0.4	50
Holo-Drone	A small sphere drone roughly half a Meter wide that can travel 30 Meters per Turn. The Holo-Drone has 20 Break Points. The Holo-Drone projects images of the user, which can also project and simulate a weapon. The Holo-Drone perfectly copies the Character being used in a 3D, holographic image. When the image is struck in any way, it causes static and ripples to form across it. When the Holo-Drone detects the user firing their weapon, it creates an electro-magnetic hard-light replica of the ammo, which can only effect Shields for 1D5 points of Damage.	4.4	900
Active Cloaking Unit	A large older variant of the Active Cloaking systems used by the Covenant. This Unit provides a +50 Bonus to Camouflage that lasts for 5 Rounds. The Active Cloaking Unit has a 1 Round Recharge for every Turn used, to a maximum of 5 Rounds. Used with Armors that do not currently have a cloaking system. The Active Cloaking Unit does not mask or hide weapon effects and sounds. Can be used with larger-scale Armor, such as with Mgalekgolo armor, but will only give a +30 Bonus to Camouflage.	2.1	600

MEDICAL EQUIPMENT

EQUIPMENT	BENEFITS	WEIGHT	cR
Magnetic Splint	A magnetic splint that clamps onto a broken or heavily damaged limb. Reduces Movement Penalties by half give from these Wounds.	1.8	15
Artificial Limb	A bionic limb replacement for destroyed or removed limbs. The Artificial Limb has 80 Break Points, when at 0, the limb is destroyed.	--	92
Syringe Set	A simple syringe set for any use deemed necessary. +5 to surgical or advanced Medical Tests.	0.2	10
Thermal Blanket	Allows a Character to stay warm in harsh colds.	4.2	5
Wound Sealant	Wound Sealant removes 2D5 Fatigue and remove the side-effects of one chosen Special Damage, not including broken and destroyed body parts.	0.4	25
Respirator Pack	A pack that contains breathable Oxygen or an Oxygen-Methane mix for Characters who cannot breathe on their own, or when there is a lack of a breathable atmosphere. Has enough air to last 4 hours, and can recharge in four Full Actions when in a breathable atmosphere.	2.1	12
Some Sangheili view medical work as dishonorable, especially any chance that they could die during surgery. The GM may allow the Covenant Players access to Human Medical Equipment at no extra cost.			

SANGHEILI COMBAT HARNESSES

ARMOR	Size	Weight	Price	Armor Rating				Shield		
				Head	Arms	Chest	Legs	Shield Integrity	Delay	Recharge Rate
Minor Combat Harness	Large	22.5 kg	38 cR	**20**	21	22	21	**100**	3	50
Major Combat harness	Large	23.3 kg	50 cR	**21**	22	23	22	**125**	3	50
Special Operations Harness	Large	20.4 kg	75 cR	**20**	19	21	21	**90**	3 (4*)	30
								Built-in Active Camo Cloaking System. *Delay when cloak is active.		
Ultra Combat Harness	Large	24.1 kg	100 cR	**21**	22	23	22	**150**	3	50
Honor Guard Harness	Large	26.7 kg	1,700 cR	**23**	24	25	24	**175**	4	75
Zealot Combat Harness	Large	22.7 kg	900 cR	**20**	21	22	21	**175**	4 (5*)	50
								Built-in Active Cloaking System. *Delay when cloak is active		
Kaidon Combat Harness	Large	31.9	3,500 cR	**24**	24	26	26	**175**	3	50

SANGHEILI ARMOR VARIANTS

Characters have the option to select the variation of Harness they want. When selecting a suit variation, the Character must pay the cR price when getting the suit. A Harness Variant is a modifier for one of the Sangheili Combat Harnesses.

ARMOR	SANGHEILI HARNESS VARIANTS	PRICE
Assault	Featuring reinforced aligned composite and Buttress Principle Protective Stratum, this variant preserves structural integrity against shock force and direct kinetic energy. This is a heavily armored variant of the Sangheili Harness. This gives +4 Armor to all Locations and adds +10 KG to the Harness' weight. This variant is Vacuum Sealed and has an Enclosed Helmet.	350
Flight	The Flight Variant Harness offers a sealed suit that features a Hyper-Wave Link (HWL) that allows for Piloting, while the user goes into a paralyzed state. Tied together with advanced programming, the Character gains +10 to any Pilot Test in Covenant vehicles. This variant is Vacuum Sealed and has an Enclosed Helmet.	500
Ascetic	Worn by troops during major and internal crisis, the Ascetic Harness is built on Intimidation and keeping order. This variant can only be used by those who hold the Ascetic Title and Rank. This variant gives +30 to Intimidation against Covenant Soldier Types and Races. The suit gives +20 to Shield Integrity and +10 to Shield Recharge Rate. This variant is Vacuum Sealed and has an Enclosed Helmet.	500
Commando	Used in the new Commandos Special Warfare Group, this variant offers many modifications and improvements based on pre-Contact ground forces. +3 Armor to all locations. The suit contains the equivalent of the UNSC IFF Motion Tracker.	900
Ranger	A special Harness for those with the Ranger Rank, the Ranger Harness has two separate variants. For those with the Minor Ranger Rank, this variant has a built-in Covenant Thrust Pack Armor Ability. For those with the Rank of Major Ranger, the suit has a built in Anti-Gravity Pack Armor Ability. For all Ranks, the Ranger Harness is Vacuum Sealed with an Enclosed Helmet.	650
Stealth	This variant trades the Harness' Shields for a permanent built-in Cloaking System that offers +60 to Camouflage Tests. When not Cloaking, the suit has a Shield Integrity of 60. Those with the Minor Rank do not get the Shields with this variant, and it can only cloak. Can only be used by Sangheili Spec-Ops unless stated otherwise by the GM.	800
Invader	A suit based on hunting and Infiltration, the Invader Harness offers the user a +60 Bonus to Visual Investigation Tests. This variant's mechanical boosting system offers +15 to Athletics for moving Silently. The Helmet of this Harness holds incredibly thick plating, giving it an Armor of 30, but adds +20 KG to the weight.	900
Outrider	Built for surveillance and survival, Outrider includes a host of sensor enhancements and structural composites. The Harness comes with Built-in VISR, Motion Tracker, Battlenet HUB, Spotter Assist Target System, and an Onboard Computer similar to those in Mjolnir suits. The suit's Helmet gains +2 Armor due to being enclosed. Due to using a camera, EMP effects are treated as a Flashbang, visually.	1,200
Storm	Featuring reinforced heavy Buttress Principle Protective Stratum, this variant improves structural integrity greatly, at the expensive of weight and the lack of Armor on the arms. Storm variants remove the Armor on the Arm locations. The Storm variant adds +5 Armor to the Head and Chest Armor Locations, and +6 Armor to the Legs. The Storm variant adds a skin-tight Undersuit that regulates temperature so the Sangheili can survive in frigid colds and dangerous heats. The Storm variant adds +20 KG to the Harness' weight.	1,000
Warrior	The Warrior-Class Variant modification adds Shield-bolstering Pauldrons that give +50 to the Shield Integrity of the Harness worn.	800
Officer	An ornate variant of the Sangheili Armor that creates beautiful patterns of dark golden red and matte burgundy. This Harness variant is used by those who command respect. The Officer variant gives +10 to all Leadership and Charisma Tests against other Covenant Characters.	400
Artifact Retrieval	The Artifact Retrieval Armor is a variant built for prolonged periods of time within vacuums and harsh atmospheric conditions. This variant is vacuum sealed and has a specialized rebreathing unit that has 96 hours of breathable oxygen. This suit also has a temperature regulation unit that keeps the Character at a constant 22 degrees Celsius.	750

UNGGOY COMBAT HARNESSES

ARMOR	Size	Weight	Price	Armor Rating				Extra Information
				Head	Arms	Chest	Legs	
Minor Combat Harness	Small	9 kg	22 cR	**18**	19	20	19	
Major Combat Harness	Small	10 kg	30 cR	**19**	19	20	19	
Heavy Combat Harness	Small	14 kg	80 cR	**20**	21	23	20	-10 Agility when worn.
Spec-Ops Harness	Small	12 kg	160 cR	**17**	18	18	17	Built-in Active Camo Cloaking System.
Ultra Combat Harness	Small	11 kg	90 cR	**20**	19	22	19	-5 Agility when worn.
Mobility Harness	Small	18 kg	190 cR	**17**	17	20	17	Micro-mobility Exosuit, gives +10 to Agility.
Suicide Harness	Small	10 kg	15 cR	**21**	21	21	21	A built-in Covenant Charge that detonates when in radius of another explosive or triggered by the wearer. 40 Break points, will explode when at 0 Break Points.

KIG-YAR COMBAT HARNESS

ARMOR	Size	Weight	Price	Armor Rating				Extra Information
				Head	Arms	Chest	Legs	
Minor Combat Harness	Normal	11 kg	17 cR	**18**	19	20	19	
Major Combat Harness	Normal	13 kg	33 cR	**20**	19	21	20	
Zealot Combat Harness	Normal	12 kg	100 cR	**23**	21	22	21	
Sniper Combat Harness	Normal	9 kg	84 cR	**20**	19	20	19	The Sniper Combat Harness counts as having VISR.
Murmillo Combat Harness	Normal	11 kg	90 cR	**21**	22	22	21	Built-in Kig-Yar Tactical Headpiece.
Commando Harness	Normal	13 kg	76 cR	**21**	21	21	21	Built-in Hologram Armor Permutation.
Spec-Ops Harness	Normal	13 kg	180 cR	**20**	19	21	19	Built-in Active Camo Cloaking System.
Champion Combat Harness	Normal	16 kg	400 cR	**24**	23	24	23	-20 Penalty to Agility when Worn.

PRE-SCHISM JIRALHANAE COMBAT HARNESSES

ARMOR	Size	Weight	Price	Armor Rating				Extra Information
				Head	Arms	Chest	Legs	
Minor Combat Harness	Large/ Huge	20 kg	20 cR	**15**	16	17	16	-5 Penalty to Agility when worn.
Major Combat Harness	Large/ Huge	24 kg	36 cR	**15**	17	18	16	-5 Penalty to Agility when worn.
Ultra Combat Harness	Large/ Huge	27 kg	109 cR	**17**	17	18	18	-5 Penalty to Agility when worn.
Captain Major Harness	Large/ Huge	29 kg	93 cR	**18**	18	18	18	-5 Penalty to Agility when worn.
Captain Ultra Harness	Large/ Huge	31 kg	100 cR	**19**	19	20	19	-5 Penalty to Agility when worn.
Chieftain Harness	Large/ Huge	33 kg	350 cR	**20**	19	22	20	-15 Penalty to Agility when worn.

SCHISM JIRALHANAE COMBAT POWER ARMOR

ARMOR	Size	Weight	Price	Armor Rating				Extra Information		
				Head	Arms	Chest	Legs	Shield Integrity	Delay	Recharge Rate
Minor Armor	Large/ Huge	70 kg	30 cR	**15**	16	17	16	**50**	3	25
								-10 Penalty to Agility when worn.		
Major Armor	Large/ Huge	80 kg	40 cR	**15**	17	18	16	**75**	3	25
								-10 Penalty to Agility when worn.		
Stalker Armor	Large/ Huge	85 kg	675 cR	**17**	17	18	18	**50**	3	20
								-10 Penalty to Agility when worn. **Built-in T-3 Active Camouflage Armor Ability.**		
Bodyguard Armor	Large/ Huge	90 kg	100 cR	**18**	18	18	18	**100**	3	20
								-10 Penalty to Agility when worn.		
Captain Major Armor	Large/ Huge	95 kg	650 cR	**19**	19	20	19	**120**	3	20
								-10 Penalty to Agility when worn.		
Captain Ultra Armor	Large/ Huge	100 kg	800 cR	**20**	19	20	20	**125**	3	25
								-10 Penalty to Agility when worn.		
Honor Guard Harness	Large/ Huge	105 kg	900 cR	**21**	19	21	20	**125**	3	25
								-10 Penalty to Agility when worn.		
Chieftain Armor	Large/ Huge	110 kg	1,200 cR	**21**	22	25	22	**125**	3	25
								-10 Penalty to Agility when worn.		
War Chieftain Armor	Large/ Huge	115 kg	2,000 cR	**19**	17	27	16	**175**	3	50
								-10 Penalty to Agility when worn.		

MGALEKGOLO ARMOR

ARMOR	Size	Weight	Price	Armor Rating				Extra Information
				Head	Arms	Chest	Legs	
Standard Armor	Hulking	1,200 kg	350 cR	**40**	40	50	40	Heavy, powerful armor with exposed sub-locations known as Exposed Locations. Mgalekgolo may use a Bunker Down ability to help reduce the likelihood of this happening.
Ironclad Armor	Hulking	2,400 kg	900 cR	**50**	45	60	50	
SPECIAL RULES								
Bunker Down	As a Half Action, the Mgalekgolo gives up their Reaction and bunkers down. The Mgalekgolo hunkers down and covers as much of their body as possible. Bunker Down increases the Penalty for Opponents to shoot their Exposed Locations by an extra -20. Mgalekgolo cannot move while using Bunker Down, but may still attack.							
Exposed Locations	Mgalekgolo Armor has several exposed locations that offer half Armor for protection. These Locations are the Mgalekgolo's back Torso, neck, and all limb joints. To-Hit an Exposed Location, the Opponents must call out that they are making a Called Shot against these locations at a -30 Penalty. If the Attack is unsuccessful, but would have still hit without the Called Shot Penalty, the Attack will still strike the Armor. Successfully striking the Exposed Locations reduce the Armor by half for the Attack.							

YANME'E HARNESS

ARMOR	Size	Weight	Price	Armor Rating				Extra Information
				Head	Arms	Chest	Legs	
Minor Combat Harness	Normal	7 kg	22 cR	**16**	18	18	17	Wearing this Armor causes the Yanme'e to lose the ability to Fly.
Major Combat Harness	Normal	8 kg	30 cR	**17**	18	19	17	Wearing this Armor causes the Yanme'e to lose the ability to Fly.

SAN 'SHYUUM POWER ARMOR

ARMOR	Size	Weight	Price	Armor Rating				Extra Information		
				Head	Arms	Chest	Legs	Shield Integrity	Delay	Recharge Rate
Prophet Harness	Large	10 kg	100 cR	**20**	19	21	20	**175**	4	50
								-10 Penalty to Agility when worn.		

SEALED SUITS

ARMOR	Size	Weight	Price	Armor Rating				Extra Information
				Head	Arms	Chest	Legs	
Sangheili Sealed Suit	Large	3 kg	25 cR	**1**	0	0	0	Can stack with Combat Harness and Armor. Has 45 minutes of breathable air.
Unggoy Sealed Suit	Small	1 kg	25 cR	**1**	0	0	0	Can stack with Combat Harness and Armor. Has 45 minutes of breathable air.
Jiralhanae Sealed Suit	Large/ Huge	4 kg	25 cR	**1**	0	0	0	Can stack with Combat Harness and Armor. Has 45 minutes of breathable air.
Kig-Yar Sealed Suit	Normal	2 kg	25 cR	**1**	0	0	0	Can stack with Combat Harness and Armor. Has 45 minutes of breathable air.
Yanme'e Sealed Suit	Normal	2 kg	25 cR	**1**	0	0	0	Can stack with Combat Harness and Armor. Has 45 minutes of breathable air.
Mgalekgolo Sealed Suit	Hulking	6 kg	25 cR	**1**	0	0	0	Can stack with Combat Harness and Armor. Has 45 minutes of breathable air.
Huragok Sealed Suit	Normal	2 kg	25 cR	**1**	0	0	0	Can stack with Combat Harness and Armor. Has 45 minutes of breathable air.
San 'Shyuum Sealed Suit	Large	3 kg	25 cR	**1**	0	0	0	Can stack with Combat Harness and Armor. Has 45 minutes of breathable air.

HURAGOK HARNESSES

ARMOR	Size	Weight	Price	Armor Rating				Extra Information
				Head	Arms	Chest	Legs	
Slave Explosive Harness	Normal	9 kg	10 cR	**20**	--	24	--	
Protective Harness	Normal	12 kg	41 cR	**20**	12	24	12	
Heavy Harness	Normal	24 kg	150 cR	**24**	14	26	14	

When the Slave Explosive Harness takes 50 Damage in a single Attack, or when the Huragok dies, it explodes, dealing the damage of a Covenant Charge. The Slave Explosive Harness can also be remote-detonated by whoever is commanding the Huragok.

THE BANISHED ARMORY

PISTOLS AND SMALL CARBINES

[OH] [UD]	Banished Plasma Pistol			Semi-Auto (3) or Charge (X)		"Type-25 Directed Energy Pistol"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Pistol	3D10	+4	2	100	5m-40m	Plasma Battery	50	4
The Plasma Pistol has two firing modes, a semi-auto rapid fire and a single charged shot. Cauterize Special Rule. When charging the Plasma Pistol, it can be released at any time. For every Half Action Charged, the Pistol's Base Damage gains a +4 increase. The Pistol can Charge up to 4 Half Actions. Once fully charged, the charge can still be held longer, but will no longer increase the Damage or Piercing. For every Half Action the Plasma Pistol Charges, 5 ammunition is consumed. Shots charged for 4 Half Actions gain the EMP (4) Special Rule and the Homing Special rule. A fully charged Plasma Pistol disperses once it hits an Energy Shield, dealing the EMP Damage against it and will cause no damage to the user of the Energy Shield.						**WEIGHT (KG):**		**3.5**

[OH] [UD]	Brute Hand Gun			Semi Auto (4)		"Type-25 Carbine"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Carbine	2D10	+11	9	12	10m-85m	7.9mm Bolt	32	5
The Brute Hand Gun has a Jiralhanae Combat Knife bayonet. Cauterize Special Rule and Spike Special Rule.						**WEIGHT (KG):**		**5.1**

[OH] [UD]	Banished Spiker			Auto (6)		"Type-25 Carbine"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Carbine	2D10	+13	6	40	20m-125m	7.9mm Bolt	32	5
The Spiker has a Jiralhanae Combat Knife bayonet. Cauterize Special Rule and Spike Special Rule.						**WEIGHT (KG):**		**13.2**

[OH] [UD]	Banished Mauler			Semi-Auto (1)		"Type-52 Pistol"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Shotgun	2D10	+11	10	5	5m-60m	7.9mm Bolt	27	5
The Mauler has a Jiralhanae Combat Knife bayonet. Cauterize Special Rule and Spread Special Rule. Fires the 7.9mm Bolt, but violently explodes as it is released. Deals +5 damage if fired 2 Meters or less from the Opponent.						**WEIGHT (KG):**		**11.9**

RIFLES AND LARGE CARBINES

[OH] [UD]	Banished Plasma Rifle			Auto (10)		"Type-25 Directed Energy Rifle"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Rifle	3D10	+10	13	250	25m-130m	Plasma Battery	86	6
Cauterize Special Rule. Firing 16 shots within two Rounds gains the Overheat (3) Special Rule.						**WEIGHT (KG):**		**5.8**

[UD] [TH]	Banished Storm Rifle			Auto (12)		"Type-25 Directed Energy Rifle/Advanced"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Rifle	3D10	+6	19	200	20m-115m	Plasma Battery	88	7
Cauterize Special Rule. Firing 18 shots within two Rounds gains the Overheat (2) Special Rule.						**WEIGHT (KG):**		**6.2**

[OH] [UD]	Brute Rifle			Auto (10)		"Type-28 Spike Rifle"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Carbine	3D10	+10	6	40	30m-255m	7.9mm Bolt		6
The Brute Rifle has an attached Jiralhanae Combat Knife Bayonet. Cauterize Special Rule and Spike Special Rule.						**WEIGHT (KG):**		**13.2**

[OH] [UD]	Brute Needler			Auto (6)		"Type-33 Guided Munitions Launcher"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Carbine	3D10	+17	4	30	5m-65m	Blamite Needle	42	5
Needle (6) Special Rule and Homing Special Rule.						**WEIGHT (KG):**		**3.7**

[UD] [TH]	Banished Covenant Carbine			Semi-Auto (2) or Auto (6)		"Type-51 Carbine"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Carbine	3D10	+9	10	18	100m-1,000m	8.7x60mm CRP	80	6
Fires radioactive caseless charges. Built-in 2x Scope and Ammunition Display. Headshot Special Rule. -10 To Hit when fired in full Auto.						**WEIGHT (KG):**		**7**

TURRETS

[HW] [UD] [TH]	Banished Plasma Cannon			Auto (12)		"Type-2 Directed Energy Support Weapon"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Machine Gun	3D10	+13	13	200	100m-350m	Plasma Battery	100	15
Cauterize Special Rule. Comes with a 5.5 KG Anti-Gravity Tripod.						**WEIGHT (KG):**		**13.2**

[HW] [UD] [TH]	Brute Spike Cannon			Auto (15)		"Type-42 Directed Energy Support Weapon"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**BELT**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Machine Gun	3D10	+11	5	200	60m-300m	7.9mm Bolt	135	15
Cauterize Special Rule and Spike Special Rule.						**WEIGHT (KG):**		**15.9**

SNIPER RIFLES

[HW] [TH] [UD]	Banished Particle Beam Rifle			Semi-Auto (2)		"Type-50 Sniper Rifle System"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Sniper Rifle	4D10	+14	16	10	50m-2,500m	Plasma Battery	159	10
Cauterize Special Rule and Headshot Special Rule. Has a built-in 5x/10x Scope. When firing at an Opponent 50 Meters or Closer, the weapon gains a -10 Penalty To-Hit. An additional -10 Penalty is gained for every 10 Meters closer the opponent is. If this weapon fires two times within a Half Action, it gains the Overheat (3) Special Rule.						**WEIGHT (KG):**		**18**

[HW] [TH] [UD]	Banished Beam Rifle			Semi-Auto (2)		"Type-27 Special Application Sniper Rifle"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Sniper Rifle	4D10	+12	18	10	50m-2,750m	Plasma Battery	172	10
Cauterize Special Rule and Headshot Special Rule. Has a built-in 8x/10x Scope. Sniper Rifles gain no Close Range benefits when within 50 Meters of the Target, as well as taking a -20 Penalty To Hit when used within 20 Meters of the Target. **If this weapon fires two times within a Half Action, it gains the Overheat (3) Special Rule.**							**WEIGHT (KG):**	**20.3**

[HW] [TH] [UD]	Banished Focus Rifle			Sustained (4)		"Type-52 Special Applications Rifle"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Beam Rifle	1D10	+20	12	32	25m-2,000m	Plasma Battery	135	10
Cauterize Special Rule and Headshot Special Rule. Has a built-in 8x/12x Scope. Sniper Rifles gain no Close Range benefits when within 50 Meters of the Target, as well as taking a -20 Penalty To Hit when used within 20 Meters of the Target. **If this weapon fires at least once per Round, for two Rounds, the weapon gains the Overheat (3) Special Rule.**							**WEIGHT (KG):**	**17.1**

[OH] [UD]	Banished Spike Rifle			Auto (1)		"Type-28 Spike Rifle"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Sniper Rifle	4D10	+10	12	4	100m-1,000m	7.9mm Bolt		10
Cauterize Special Rule, Spike Special Rule, and Headshot Special Rule. Has a built-in 8x/10x Scope. Sniper Rifles gain no Close Range benefits when within 50 Meters of the Target, as well as taking a -20 Penalty To Hit when used within 20 Meters of the Target.							**WEIGHT (KG):**	**17.7**

EXPLOSIVE LAUNCHERS

[HW] [UD] [TH]	Banished Brute Shot			Semi-Auto (2)		"Type-25 Grenade Launcher"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Grenade Launcher	2D10	+11	13	6	15m-85m	45mm HIE	30	8
The Brute Shot has a Jiralhanae Combat Knife bayonet. Blast (5), Kill (1).							**WEIGHT (KG):**	**19**

[HW] [UD] [TH]	Fuel Rod Gun Type-33			Semi-Auto (2)		"Type-33 Light Anti-Armor Weapon"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Rocket Launcher	3D10	+8	9	5	20m-300m	38mm RadEXP	89	13
If the weapon impacts or detonates under a 20 Meter Range, the Fuel Rod's RadEXP shot will not explode, and will only gain Blast (1). If impacting further than 20 Meters, the shot gains Blast (3), Kill (1). Shots will detonate once they reach the 300 Meters.							**WEIGHT (KG):**	**18.3**

[HW] [UD] [TH]	Beam Assault Cannon			Sustained (4)		"Type-33a Anti-Materiel/Personnel Weapon"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Rocket Launcher	2D10	+9	9	60	10m-100m	Incendiary Gel	70	15
Flame (1D5) Special Rule.							**WEIGHT (KG):**	**133.5**

[HW] [UD] [TH]	Blast Assault Cannon			Auto (1)		"Type-33b Anti-Materiel/Personnel Weapon"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Rocket Launcher	5D10	+7	6	30	15m-125m	Incendiary Gel	75	15
Blast (5), Kill (2).							**WEIGHT (KG):**	**133.5**

MELEE WEAPONRY AND CLOSE COMBAT UTILITIES

[OH] [SD] [PD]	Banished Large Combat Knife					
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**	
Knife	2D10	Half Strength Modifier +6	Half Strength Modifier	--	24	
Covenant curved knife with a 25cm blade. -10 Penalty when throwing. Has a protective handguard that gives a 6 Armor Rating to Attacks against the hand wielding the blade.				**WEIGHT (KG):**	**0.6**	

[OH] [SD] [PD]	Gauntlet Retractable Blade					
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**	
Knife	2D10	Half Strength Modifier +7	Half Strength Modifier	--	14	
A gauntlet that adds +1 Armor to the Wrist Sublocations. The blade takes one Half Action to extend and retract. The weapon cannot be used when retracted. The Gauntlet may be used to make one single Attack in a Full Action where the blade is extended during a melee attack. This doubles the Piercing of the Attack and gives +1 to Base Damage.				**WEIGHT (KG):**	**2.3**	

[TH][BD] [HW]	Shorthand Gravity Hammer					
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**	
Hammer	2D10	Strength Modifier +4	--	+1	130	
When activated, the Gravity Hammer has the Gravity (3) Special Rule. The Gravity Hammer must physically hit the Hammer for it to roll its Damage. Any Character, except for the User, will be affected if they are still within the 3 Meter radius of the Hammer's strike. Anyone behind the User is not affected by the Hammer's Gravity Special Rule. **When the Gravity Hammer is activated and has the Gravity Special Rule, it may only swing once per Half Action.**				**WEIGHT (KG):**	**13.5**	

[TH] [BD]	Banished Tower Shield					
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**	
Shield	2D10	Strength Modifier +8	--	+1	25	
The Tower Shield has 400 Break Points and gives 20 Armor for protection. Every 25 Break Points lost, the Shield has 1 less Armor given. For Large sized Characters and smaller, it can protect the entire Body. The Tower Shield is able to be deployed like mobile cover, and be implanted into the ground.				**WEIGHT (KG):**	**32.1**	

MISSILE LAUNCHERS

	Annihilator Missile Pod			Auto (1)				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Autocannon	3D10	+12	14	2	275m-4,000m	Annihilator Missile	245	--
Primary Armament of the Banished Blisterback vehicles. Vehicle Lock Special Rule. Autoloader holds 20 Missiles. Blast (9), Kill (3). Homing Special Rule.							**WEIGHT (KG):**	

In the Banished Armory, Characters who are within the Banished Faction have access to the Banished variants. Those within the Banished Faction also have complete access to the Covenant Armory with no upcharge.

BANISHED RANGED WEAPON MODIFICATIONS

MODIFICATION	DAMAGE	PIERCE	ABILITY	PRICE
Dual-Linked	--	--	The weapon's weight is doubled, and each pull of the trigger will instead fire two Shots. The price of this Modification is the Weapons original Price, multiplied by 2. Each shot made that fires two rounds will be still be Opposed by one Evasion Test.	**(X)**
Armored	--	--	The weapon, when used as a melee weapon, deals an extra +8 Damage. Doubles the Weapon's weight and doubles the Weapon's Break Points.	**100**
Rapid	--	--	The weapon's rate of fire is increased by 50% of its original Rate of Fire. If a Weapon has Auto (4), it will be increased to Auto (6). If 50% is not enough to increase the Rate of Fire by 1, it will increase the Rate of Fire by 1. This gives the Weapon a -10 To Hit. Price is +10 cR for every +1 added to the Rate of Fire.	**(X)**
Explosive	**-4**	**-4**	The weapon's ammunition is modified to explode on impact with Blast (1). This Modification only works on non-explosive weaponry.	**50**
Charged	**+50%**	--	The weapon's Base Damage is increased by 50% of the original Base Damage, but the Rate of Fire is halved. The price is 5 cR for every Rate of Fire reduced. If the weapon's Rate of Fire cannot be halved, no changes are made, but an extra 150 cR is added to the Price. Semi Auto (1) will become Auto (1).	**(X)**
Gravitational Grip	--	--	The weapon's grip has a gravitational field that holds it tightly to the User's hand. The weapon cannot be Disarmed unless the Weapon takes 50 Break Points of Damage.	**20**

BANISHED MELEE WEAPON MODIFICATIONS

MODIFICATION	DAMAGE	PIERCE	ABILITY	PRICE
Weighted	**+1D10**	--	Increases the weapon's weight by 50%. The price of this Modification is the price of the weapon it is being applied to.	**(X)**
Electrified	--	--	Electrified Special Rule that is only able to Stun for one Half Action.	**15**
Burning	**-3**	**+12**	The Hammer's blade is removed, but the weapon is given 4 Plasma Blades. This gives the Hammer +12 to Pierce and +4 KG to the Hammer's Weight. Cauterize Special Rule.	**2,000**
Extended	--	--	Extends Melee range by +1 Meters and increases the weapon's weight by 25%.	**50**
Guard	--	--	The weapon is outfitted with a protective hand guard. This gives the Character's Hand that is holding the weapon a +5 Bonus to Armor. This hand guard also gives the Character a +10 Bonus to defending against being Disarmed.	**400**

ARMOR CREATION

ARMOR	MASS	PRICE	ARMOR RATING				SPECIAL
			Head	Arms	Chest	Legs	
Light	**10 kg**	**20 cR**	**19**	19	20	19	Armor weight increased +3 kg per Size Increment from Normal.
Moderate	**11 kg**	**40 cR**	**20**	19	21	20	Armor weight increased +4 kg per Size Increment from Normal.
Heavy	**13 kg**	**60 cR**	**20**	20	22	21	Armor weight increased +5 kg per Size Increment from Normal.
Super Heavy	**15 kg**	**80 cR**	**21**	20	24	21	Armor weight increased +6 kg per Size Increment from Normal.

ARMOR MODIFICATIONS (per Armor Location)

Only available for Banished Armor listed in the table above.

MODIFICATION	MASS	PRICE	SPECIAL
Reinforced	**1 kg**	**10 cR**	Armor Value at chosen location is increased by 1, can be taken up to 3 times per Location.
Weapon Gauntlet	**0.5 kg**	**10 cR**	Allows one weapon to be attached to the arm of the Armor. Can be detached and reattached in a Half Action. Cannot be [TH] or [HW].
Powered Exosuit	**400 kg**	**1,000**	A powered exosuit built into the Armor. Gives +1 to Mythic Strength, +1 to Mythic Agility, and gives a +1 to Armor on all locations.
Crush Gauntlet	**4 kg**	**300 cR**	Adds a powered Gauntlet to the chosen hand. Adds +2 Mythic Strength to unarmed Melee Attacks and gives +10 to Grappling Tests.
Shield Guard	**16 kg**	**120 cR**	Attaches a smaller version of the Banished Tower Shield to a chosen forearm of the Armor. This Shield weighs half of the Tower Shield and has half of the Break Points, but still offers 20 Armor.
Razor Gauntlet	**2 kg**	**25 cR**	Adds several sharp blades across a chosen forearm of the armor. All Unarmed Melee Attacks are considered to be using the Jiralhanae Combat Knife and cannot be disarmed or dropped.
Shoulder-Mounting	**1 kg**	**20 cR**	Allows the attachment of any type of weapon to the shoulder of the armor. This weapon can be detached and reattached in a Full Action.

FORERUNNER ARMORY

Players may pay 1/10th of the cost of the weapon to purchase a full Magazine of that weapon's ammunition.

PISTOLS

[OH] [UD]	Boltshot Variation 1			Semi-Auto (4) or Auto (1)		"Z-110 Directed Energy Pistol/Exotic Variation 1"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Pistol (Semi-Auto)	2D10	+14	3	10	15m-175m	Ionized Particle	42	4
Shotgun (Auto)	1D10	+20	3		10m-20m			
Hard Light Special Rule. The Automatic Rate of Fire is a Shotgun-pistol hybrid that has Charge (1) and the Spread Special Rule.							**WEIGHT (KG):**	**1.9**

[OH] [UD]	Boltshot Variation 2			Burst (3)		"Z-110 Directed Energy Pistol/Exotic Variation 2"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Pistol	2D10	+14	3	24	30m-150m	Ionized Particle	42	4
Built-in Smartlink-capable Red Dot Sight. Hard Light Special Rule and Homing Special Rule.							**WEIGHT (KG):**	**1.7**

RIFLES

[TH] [UD]	Suppressor Variation 1			Automatic (10)		"Z-130 Directed Energy Automatic Weapon Variation 1"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Rifle	3D10	+12	6	48	25m-500m	Light Mass	57	4
Hard Light Special Rule.							**WEIGHT (KG):**	**4**

[TH] [UD]	Suppressor Variation 2			Automatic (8)		"Z-130 Directed Energy Automatic Weapon Variation 2"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Rifle	3D10	+13	7	42	35m-350m	Light Mass	57	4
Built-in Smartlink-capable Red Dot Sight. Hard Light Special Rule and Homing Special Rule.							**WEIGHT (KG):**	**4.2**

[TH] [UD]	Light Rifle Variation 1			Semi-Auto (1) or Burst (3)		"Z-250 Directed Energy Weapon Variation 1"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Rifle (Semi-Auto)	3D10	+18	5	36	50m-975m	Light Mass	106	6
Rifle (Burst)	3D10	+14	6		30m-1,400m	Light Mass		
Built-in Smartlink-capable 4x Sight. When firing in Semi-Auto, each shot uses up 3 rounds from the Magazine. Hard Light Special Rule and Headshot Special Rule.							**WEIGHT (KG):**	**13**

[TH] [UD]	Light Rifle Variation 2			Semi-Auto (1) or Semi-Auto (2)		"Z-250 Directed Energy Weapon Variation 2"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Rifle Semi-Auto 1	4D10	+14	5	12	10m-1,500m	Light Mass	108	6
Rifle Semi-Auto 2	3D10	+14	6		50m-825m	Light Mass		
Built-in Smartlink-capable 4x Sight. When the Scope 4x Sight is deployed, the weapon fires in Semi-Auto (1) and deals greater damage per shot. When the scope is not in use, the weapon fires Semi-Auto (2). Hard Light Special Rule and Headshot Special Rule.							**WEIGHT (KG):**	**13**

MACHINE GUNS

[HW] [TH] [UD]	Splinter Turret			Automatic (3)		"Z-520 Encounter-Mitigation System"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Rifle	2D10	+13	15	30	10m-150m	Light Mass	200	13
Hard Light Special Rule, Blast (3), Kill (1). On hit, creates 4 reactive explosives that Scatter 1D10 Meters in a random direction. Each deals their own set of damage and detonate within the same Round fired.							**WEIGHT (KG):**	**4**

Reactive Explosive					
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**
Special	1D10	+10	10	Blast (2), Kill (1)	--
Hard Light Special Rule, Blast (2), Kill (1).					

SHOTGUNS

[TH] [UD]	Scattershot			Semi-Auto (1)		"Z-180 Close Combat Rifle/Asymmetric Engagement"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Rifle	3D10	+12	6	5	15m-110m	Ionized Particles	45	Single Loading
Built-in Smartlink-Capable 2x Sight. Hard Light Special Rule and Spread Special Rule. Shots are able to ricochet against surfaces, tracking down a Target or Enemy IFF within 30 Meters of the User. When shots are ricocheted against non-organic objects like walls and floors, the Attack gains a +10 Bonus To-Hit on an Attack, as it tracks down the closest target. Missed Attacks that ricochet have a chance To-Hit the target with a reroll, but gains a -30 Penalty To-Hit.							**WEIGHT (KG):**	**4.2**

BEAMS

[HW] [TH] [UD]	Beam Cannon			Sustained (8)		"Z-530 Encounter-Mitigation System/Focus Weapon"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Beam	3D10	+17	4	120	25m-650m	Ionized Particles	82	10
Built-in Smartlink-capable 2x Sight. Hard Light Special Rule.							**WEIGHT (KG):**	**12.1**

[HW] [TH] [UD]	Focus Turret			Sustained (4)		"Z-510 Directed Energy Focus Weapon"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Beam	4D10	+17	4	200	20m-200m	Ionized Particles	120	8
Automated Defense Beam Turret. Automatically targets enemy IFF Tags or can be set to attack anything that comes within a 200 Meter radius. The Focus Turret has a Warfare Range of 45 and a Perception of 75. Hard Light Special Rule.							**WEIGHT (KG):**	**35**

[HW] [TH] [UD]	Rapid Machine Turret			Burst (5)		"Z-590 Directed Energy Focus Weapon"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Beam	2D10	+16	4	200	20m-1,000m	Ionized Particles	127	13
Built-in Smartlink-capable 2x/5x Sight. Hard Light Special Rule.							**WEIGHT (KG):**	**16.4**

[HW] [TH] [UD]	Sentinel Beam			Sustained (4)		"Z-500 Directed Energy Focus Weapon"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Beam	3D10	+9	9	100	25m-650m	Ionized Particles	75	8
Built-in Smartlink-capable 3x Sight. Hard Light Special Rule.							**WEIGHT (KG):**	**10.3**

[HW] [TH] [UD]	Safeguard Sentinel Beam			Sustained (4)		"Z-520 Directed Energy Focus Weapon"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Beam	2D10	+16	9	100	25m-650m	Ionized Particles	75	8
Built-in Smartlink-capable 2x Sight. Hard Light Special Rule.							**WEIGHT (KG):**	**10.3**

[HW] [TH] [UD]	Pulse Beam			Sustained (2)		"Z-540 Directed Energy Focus Weapon"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Beam	3D10	+14	11	100	25m-650m	Ionized Particles	75	8
Built-in Smartlink-capable 3x Sight. Hard Light Special Rule.							**WEIGHT (KG):**	**11.1**

[HW] [TH] [UD]	Guardian Beam			Sustained (5)		"Z-690 Directed Energy Focus Weapon"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Beam	4D10	+11	19	400	50m-1.200m	Ionized Particles	186	10
Built-in Smartlink-capable 2x, 4x, 12x, and 15x Sight. Hard Light Special Rule.							**WEIGHT (KG):**	**18.2**

[HW] [TH] [UD]	Floodgate			Sustained (4)		"Z-750 Directed Energy Pulse/Exotic"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Beam	2D10	+19	15	400	50m-1.500m	Ionized Particles	197	13
Built-in Smartlink-capable 2x, 4x, 12x, and 15x Sight. Hard Light Special Rule.							**WEIGHT (KG):**	**21.8**

SNIPER RIFLES

[HW] [TH] [UD]	Binary Rifle Variation 1			Auto (1)		"Z-750 Special Application Sniper Rifle"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Sniper Rifle	6D10	+22	8	2	50m-3,000m	Ionized Particles	180	8
Built-in Smartlink-capable 5x/10x Sight. Hard Light Special Rule. Recharge (2). Sniper Rifles gain no Close Range benefits when within 50 Meters of the Target, as well as taking a -20 Penalty To Hit when used within 20 Meters of the Target.							**WEIGHT (KG):**	**15.6**

[HW] [TH] [UD]	Binary Rifle Variation 2			Sustained (2)		"Z-750 Special Application Sniper Rifle"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Sniper Rifle	2D10	+20	6	2	50m-3,000m	Ionized Particles	175	8
Built-in Smartlink-capable 4x/9x Sight. Hard Light Special Rule. Sniper Rifles gain no Close Range benefits when within 50 Meters of the Target, as well as taking a -20 Penalty To Hit when used within 20 Meters of the Target.							**WEIGHT (KG):**	**15.6**

GRENADES

[HW] [TH] [UD]	Pulse Grenade				"Z-040 Attenuation Field Generator/Localized"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**		
Grenade	1D10	+14	8	Blast (5), Kill (1)	20		
A Grenade that detonates and stays active for 3 Rounds. Any Character that enters the Blast of the weapon continues to take damage per Round. Hard Light Special Rule.					**WEIGHT (KG):**	**0.3**	

[HW] [TH] [UD]	Splinter Grenade				"Z-400 Pursuit Disruption Grid Generator"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**		
Grenade	1D10	+13	7	Blast (8)	24		
The Splinter Grenade activates once it meets any surface. Once activated, 25 Splinter Shards are spawned within an 8 Meter sphere. When inside the Blast Radius, Characters must make a -30 Agility Test or be hit by 1D10+3 Splinter Shards. When hit by a Shard, it dissipates. Each Splinter Shard that hits the Character deals 1D5 Damage, ignoring Damage Resistance. Hard Light Special Rule.					**WEIGHT (KG):**	**0.4**	

EXPLOSIVE LAUNCHERS

[HW] [TH] [UD]	Enforcer Missile Launcher			Auto (4)		"Z-440 Weapon/Anti-Materiel/High Explosive"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Missile Launcher	3D10	+10	18	12	50m-1,000m	Enforcer Missile	70	13
Built-in Smartlink-capable 5x Sight. Recharge (1) after 4 Shots fired.							**WEIGHT (KG):**	**15.6**

[HW] [TH] [UD]	Incineration Cannon Variation 1			Auto (1)		"Z-390 Weapon/Anti-Material Explosive Munitions"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Explosive Launcher	4D10	+26	13	6	50m-600m	Ionized Particles	78	13
Built-in Smartlink-capable 5x Sight. Recharge (2). Hard Light Special Rule. Blast (9), Kill (3)							**WEIGHT (KG):**	**14.5**

[HW] [TH] [UD]	Incineration Cannon Variation 2			Burst (2) or Charge (1)		"Z-390 Weapon/Anti-Material Explosive Munitions"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Explosive Launcher	2D10	+20	13	6	50m-600m	Ionized Particles	76	13
Built-in Smartlink-capable 3x Sight. When Charged, the Incineration Cannon adds +2D10 Damage to the Damage Roll. Each Burst fire only reduces the Magazine by 1, instead of 2. Hard Light Special Rule. Blast (3), Kill (1) when Burst-fired. Blast (8), Kill (2) when charged.							**WEIGHT (KG):**	**14.5**

MELEE WEAPONS

[TH[[UD]	Hardlight Blade					
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**	
Sword	2D10	Half Strength Modifier +25	Half Strength Modifier +12	--	300	
A sword made of Hard Light that can be deactivated and activated as a Half Action. When activated, the Hardlight Blade is 133cm long.					**WEIGHT (KG):**	**3**

[TH] [UD]	Warden Hardlight Blade				
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**RANGE**	**cR**
Sword	2D10	Half Strength Modifier +25	Half Strength Modifier +12	+1	360
A dual-sided sword made of Hard Light that can be deactivated and activated as a Half Action. When activated, the Hardlight Blade is 155 cm long. If the User has the Modern Army Combative Ability, the User gains +1 to their total Melee Attacks per Full Action.				**WEIGHT (KG):**	**4**

VEHICLE WEAPONS

[UD]	Cleansing Beam			Sustained (4)		"Z-770 Directed Energy Focus Weapon"		
TYPE	**DAMAGE ROLL**	**BASE DAMAGE**	**PIERCING**	**MAGAZINE**	**RANGE**	**AMMUNITION**	**cR**	**RELOAD**
Beam	3D10	+10	15	400	50m-8,000m	Ionized Particles	519	20
Built-in Smartlink-capable 2x and 4x Sight. Hard Light Special Rule.							**WEIGHT (KG):**	**18.2**

PROMETHEAN KNIGHT ARMOR

ARMOR	Size	Weight	Price	Armor Rating				Extra Information
				Head	Arms	Chest	Legs	
Standard	Huge	--	--	**23**	19	28	19	The standard variant of the Promethean Knight.
Lancer	Huge	--	50	**21**	18	25	18	+2 Mythic Agility
Battlewagon	Huge	--	100	**25**	20	35	20	-10 Agility
Commander	Huge	--	150	**25**	20	32	20	
Excavator	Huge	--	150	**20**	20	28	20	+10 Wounds to the Knight
Noble Commander	Huge	--	200	**25**	22	35	22	-5 Agility
Luminary	Huge	--	200	**23**	19	28	19	+10 Wounds to the Knight

PROMETHEAN SOLDIER ARMOR

ARMOR	Size	Weight	Price	Armor Rating				Extra Information
				Head	Arms	Chest	Legs	
Standard	Large	--	--	**18**	19	21	18	The standard variant of the Promethean Soldier.
Officer	Large	--	50	**20**	19	23	19	
Captain	Large	--	100	**21**	20	23	20	
Sniper	Large	--	150	**16**	18	20	17	+10 Agility
Commando	Large	--	150	**18**	19	21	18	+5 Wounds to the Soldier
Enforcer	Large	--	200	**19**	20	21	20	
Guard	Large	--	200	**20**	20	22	20	+5 Wounds to the Soldier

SUPPORT POINTS AND THE SUPPORT SYSTEM

SUPPORT POINTS

Support points are a spendable 'currency' that allows a Character to make use of Military support. Support Points, like Luck, regenerate. Unlike Luck, Support Points only regenerate after a Mission or a GM-specified checkpoint in a Mission.

Every non-Civilian Character begins with 1 Support Point. For every 2 Ranks a Character climbs, they gain one more Support Point.

There are three types of Support Point drops; Package, Backup, and Ordnance. Both Package and Backup Support is effected by how dangerous the battlefield's current state is.

To gain the requested Support drop, both the Support Point and cR must be spent. Any extra costs must also be paid based on delivery, how dangerous the battlefield currently is, and so on.

CONDITION	EXAMPLE	PRICE
Clear	The battlefield is clear or nonexistent.	--
Light	The battlefield is under light fire.	5 cR
Moderate	The Battlefield is under fair amount of fire.	10 cR
Risky	There are nearby anti-air weaponry or enough firepower to put others in risk.	20 cR
Dangerous	There is difficulty in getting equipment to the Characters due to heavy resistance.	40 cR

PACKAGE DROPS

Cost: 1 Support Point

A Package Support Drop is when a Character requests Equipment, Armor, Weaponry, and Ammunition. There are multiple ways to have the Equipment de livered, each costing various amounts of cR to do so.

DELIVERY	INFORMATION	PRICE
Cargo Ship	A standard unarmed delivery ship is dispatched. Takes 5 Minutes (75 Rounds).	0 cR
Gunship	Depending on the faction, a Pelican, Phaeton, or Phantom is dispatched to deliver the package. A Gunship can defend itself. A Gunship will leave as soon as the package has been delivered. Takes 3 Minutes (45 Rounds).	25 cR
Ordnance Launch	The package is loaded into a drop pod and launched to the surface. An Ordnance Launch has no possibility of being shot down or intercepted. Must be nearby an available Ship or Station to request an Ordnance Launch. Ordnance Launch is unaffected by how dangerous the Battlefield is. Takes 2 Minutes (30 Rounds).	50 cR
Stealth Drop	A hidden stealth-ship launches the requested Package in drop pods from sub-orbit. A Stealth Drop is not limited to being nearby a Ship or Station. Stealth Drops are unaffected by how dangerous the Battlefield is. Takes 2 Minutes (30 Rounds).	75 cR

BACKUP DROPS

Cost: 2 Support Points

Characters have the option to call in Infantry and Vehicles to assist in the Battlefield. Backup have specific limitations, as they are only available for the Mission or until the GM specifies otherwise.

When Infantry are being called in, they need to have a transport system to the Character. Different factions offer different transportation options.

TRANSPORT	EXAMPLE	PRICE
On Foot	The Troops are dispatched on-foot. Roll a 1D10 to find how many Minutes this takes. There are 10 Rounds per Minute.	--
Dropship	A standard infantry dropship. Takes 5 Minutes (75 Rounds).	5 cR
Gunship	An armed Dropship is dispatched to deliver the package. A Gunship can defend itself. A Gunship will leave as soon as the Infantry are dropped off. Takes 3 Minutes (45 Rounds).	10 cR
Ordnance Launch	Human Troops are sent via Drop Pod, Covenant Troops are sent via Gravity Lift, and Forerunner Troops are sent via Teleportation. Takes 2 Minutes (30 Rounds).	15 cR
Stealth Transport	A hidden stealth-ship transports the requested Package. A Stealth Transport is not limited to being nearby a Ship or Station. Stealth Transport has no possibility of being intercepted or destroyed. Takes 2 Minutes (30 Rounds).	20 cR
Ground Vehicle	The Troops are dispatched via a vehicle such as a Warthog or a Specter. The Characters can protect themselves. The Ground Vehicle Backup must be paid for this. Takes 6 Minutes (90 Rounds)	(X) cR
Aerial Vehicle	The Troops are dispatched via an aerial vehicle, such as a Pelican or a Phantom. The Characters are able to protect themselves using the Aerial Vehicle. The Aerial Vehicle Backup must be paid for this. Takes 3 Minutes (45 Rounds).	(X) cR

CHOOSING INFANTRY

All Infantry have prices to drop in. Price is based on single Characters, allowing for Players or the GM to quickly build Squads.

The Players may decide which Equipment Pack an Infantry Drop comes with. Each Infantry comes at the Normal Bestiary level. Any Equipment, Armor, or Weaponry the Infantry drops with cannot be taken by the Players without being forced to pay for it with their own cR after the Mission ends.

A Character may spend up to 1,000 cR per Support Point when calling in Infantry. All Covenant Infantry comes Combat Trained.

Characters must purchase from their Infantry Support unless the GM specifies otherwise.

Characters are not suicidal and will not follow commands too dangerous to follow.

UNSC INFANTRY SUPPORT

INFANTRY	INFORMATION	PRICE
Militiaman		40 cR
Army		50 cR
Marine		55 cR
Air Force		40 cR
Navy		40 cR
ODST		70 cR
ONI	GM discretion only.	70 cR
ONI-ODST	GM discretion only.	85 cR
ORION	GM discretion only.	100 cR
Spartan II	A Spartan II in GEN II Armor costs 300 cR.	200 cR
Spartan III	A Spartan III in GEN II Armor costs 300 cR.	200 cR
Spartan IV	A Spartan IV in GEN II Armor costs 300 cR.	200 cR
Smart AI	GM discretion only.	175 cR
Police		10 cR

INSURRECTIONIST SUPPORT

INFANTRY	INFORMATION	PRICE
Militiaman		40 cR
Army		50 cR
Marine		55 cR
Air Force		40 cR
Navy		40 cR
Police		10 cR

POLICE AND CIVILIAN SUPPORT

INFANTRY	INFORMATION	PRICE
Police	Free to Civilians Characters.	10 cR

COVENANT

INFANTRY	INFORMATION	PRICE
Unggoy		20 cR
Kig-Yar	Kig-Yar T'vaoan costs an extra 20 cR.	50 cR
Yanme'e		35 cR
Huragok		100 cR
Sangheili		175 cR
Jiralhanae		175 cR
Mgalekgolo	Only comes in pairs of two.	700 cR
San Shyuum		100 cR
Sharquoi		500 cR

INFANTRY AND BESTIARY LEVEL

When calling in Infantry, the Character may choose the Bestiary Level of the Infantry being called in. Each level from the Bestiary gives a multiplier to the price that must be paid. The default is an Easy Level Character from the Bestiary.

BESTIARY LEVEL	PRICE MODIFIER
Easy	*1
Normal	*1.2
Heroic	*1.5
Legendary	*1.7
Nemesis	*2

VEHICLE BACKUP SUPPORT

Like calling in Infantry with Support Points, the same thing can be done for calling in Vehicle support. When calling in Vehicle support, vehicles must be paid for, alongside the Support Points needed to make the call.

The price for calling in Vehicles is the chosen Vehicle's price, divided by 5. A Character may spend up to 1,000 cR per Support Point when calling Vehicles. Ground vehicles take 5D10 +2 Rounds to arrive, while Aerial vehicles take 3D10 +1 Rounds to arrive.

Vehicles will stay with the Characters until they are destroyed or until the Mission is over. A Vehicle is not suicidal and will back off for repair if it becomes too heavily damaged.

VEHICLE PILOT

Each Vehicle called in will come in with a default Pilot, unless the Character specifies otherwise. All Pilots are initially at the Easy level from the Bestiary. The default Pilot's Bestiary Level may be increased for 10 cR per Bestiary Level.

The standard UNSC and Insurrectionist Pilot for any Vehicle is the Air Force Soldier Type at Easy Bestiary Level.

The standard Covenant and Banished Pilot for any Vehicle is an Unggoy Soldier Type at Easy Bestiary Level.

The standard Promethean Pilot for and Vehicle is the Promethean Soldier at Easy Bestiary Level.

CHOOSING A PILOT

When calling in a Pilot for the chosen Vehicle, the Character may choose a non-default Pilot. To do so, you can simple just choose a new Character from the Infantry Support list, which is also modifiable from the Bestiary Level modifiers. All cR must be spent alongside the Vehicle's cost. This does not cost any extra Support Points.

STRAFING AND BOMBING RUNS

Similar to calling in Vehicle Backup, a Character can call in aerial Vehicles to do Bombing and Strafing runs.

The price for calling in Strafing and Bombing runs is the chosen Vehicle's price, divided by 8. It takes an Aerial Vehicle 1D10+1 Rounds to arrive for their attacks.

Vehicles making Bombing and Strafing runs will make 3 Strafing or Bombing runs before leaving.

The Character calling in a Strafing or Bombing Run may also choose to upgrade the Pilot, as shown in the 'Choosing A Pilot' section.

ORDNANCE DROPS

Cost: 3 Support Points

Ordnance are large-scale strikes and assaults that are both expensive and dangerous when not done correctly. When calling in Ordnance, the use of a Target Designator can be important.

Generally, Ordnance will Scatter 10D10 Meters on the location requested. If the Character making the call uses a Target Designator for targeting the desired location, the Ordnance will only Scatter 1D10 Meters.

The Character must have a very important reason for calling in Ordnance, as they are incredibly powerful. Some powerful enough to destroy all life on a planet. The GM must work with the Players when calling in Ordnance Drops.

UNSC/INSURRECTIONIST ORDNANCE

ORDNANCE	INFORMATION	PRICE
Cryobomb	Blast (30) that freezes all Targets within. Characters within the Blast must make a -40 Toughness Test or die. Characters frozen take 6D10 Damage that ignores Armor. The Cryobomb takes 1 Hour to defrost. (900 Rounds).	6,000 cR
HAVOK Tactical Nuclear Weapon	Instantly obliterates anything within a 6,000 Meter Radius. Anything within a 10,000 Meter Radius is susceptible to Radiation Poisoning and the EMP (30) Special Rule.	8,000 cR
SHIVA Nuclear Weapon	Instantly obliterates anything within a 12,000 Meter Radius. Anything within a 20,000 Meter Radius is susceptible to Radiation Poisoning and the EMP (50) Special Rule.	12,000 cR
Orbital MAC Strike	Powerful MAC strike from a Ship or Station above the Planet. Destroys anything within a 1,500 Meter radius.	18,000 cR
Super MAC Strike	The Super MAC Strike will obliterate everything within a 10,000 Kilometer radius. A Super MAC is powerful enough to destroy the sustainability of life on a planet. Super MACs are known as planet-crackers, and should only be used as a last-case scenario.	60,000 cR
Ordnance Bombardment	Ten blasts equivalent to a M168 Demolition Charge strike the targeted location. Each shot scatters an extra 1D10 Meters.	1,000 cR
NOVA Bomb	A 'Hyper-Cluster' of Nuclear explosives. Able to crack and destroy entire planets. Able to destroy anything within 20,000 KM. Nothing can survive a NOVA Bomb.	200,000 cR

COVENANT ORDNANCE

ORDNANCE	INFORMATION	PRICE
Energy Projector	A powerful beam that destroys and glasses everything within a 50 Meter Radius from impact. Lasts for 4 Rounds and is able to move 50 Meters each Round. Anything within 500 Meters is affected by the EMP (10) Special Rule.	8,000 cR
Plasma Lance	Ten blasts equivalent to a Plasma Bomb strike the targeted location. Each shot scatters an extra 1D10 Meters.	1,000 cR
Low-Range Bombardment	Plasma carpet-bombing that covers a 50 Meter radius in Plasma explosive equivalent to the Covenant Charge in the Explosive Weapons section of the Covenant Army.	7,000 cR
Antimatter Charge	A powerful explosive, like a nuclear bomb, that eradicates anything within a 3,500 Meter Radius. Any Character within a 10,000 Meter Radius of the blast are susceptible to radiation poisoning.	12,000 cR

ARMOR ABILITIES

INTRODUCTION

Armor Abilities are optional attachments, similar to Permutations, that give the Character a special ability of some sort. There are limitations to many of the Abilities as to which types of Armor can make use of them.

Each Armor Ability has its benefit, which type of armor can use it, weight, and possible extra installation information. The following Table explains the possible limitations an Ability may have and which Armors can make use of them.

ARMOR	INFORMATION
UNI	Universal Abilities that work with any set of Armor.
COV	Abilities that will only work on Covenant Armor.
UNSC	Abilities that will only work with UNSC Armor.
MJL	Usable only with Mjolnir and SPI Armor.
GEN2	Usable only with Mjolnir Generation 2 Armors.
POWER	**INFORMATION**
S	The Armor Ability is Self-Powered, and because of this, does not need a Power Source.
P	The Armor Ability needs a Power Source to sustain itself.

MODIFICATION

A Character may set out to modify an Armor Ability's limitation to allow it to work with other sets of Armor. For example, if a Marine wanted to make use of the Covenant Thrust Pack, they would have to remove its COV Limitation, changing it to either the Limitation of their choice, or to Universal (UNI).

When changing a Limitation to from one option to another, the Character must have a Toolkit or access to proper tools. The Character must make a Technology Skill Test. This Test may be modified by the Armoring Education. This Test takes 12 hours of work, which is reduced by each Degree of Success gained. The Character will also need to spend 25 cR to have the parts needed to make the Modification.

If the Character is successful, once the project is complete, the Character may decide which Limitation the Armor Ability is changed to. Power Limitations may not be changed this way, and the Universal [UNI] Limitation can only be given to the Armor Ability if the Character's Technology Test gains three or more Degrees of Success.

Some Armor Abilities with the MJL Limitation, such as the Sprint Module, need Mjolnir to work and cannot be Modified to work with other suits of Armor. They are specific to the systems of Mjolnir and their exosuit abilities.

ADDING A POWER SOURCE

A specialized fusion battery unit may be added to any Armor and Battle Dress Uniform chosen for 200 cR. This will allow the User to power one Armor Ability. The Fusion Battery adds +4 kg to the Armor.

ARMOR ABILITIES

ARMOR ABILITY	LIMIT	ABILITY	WEIGHT	COST
Armor Lock	MJL, P	Armor Lock is a system that overcharges an Armor's Shield. This is called an Overshield, which can take 600 Damage before being forced off as if it were released. When using Armor Lock, the Character cannot move or take any Actions beyond speaking. Armor Lock lasts up to 3 Full Actions before being released. When released, the Armor Lock releases a Blast (2) effect that has the EMP (3) Special Rule. Armor Lock takes 5 Rounds to recharge.	2.7 Kg	600 cR
Drop Shield	UNSC, P	The Drop Shield creates a shield bubble that encloses a 3 Meter Radius. The Shield lasts for 4 Rounds, or until its Shield Integrity is reduced to 0. The Drop Shield protects anything within it and outside of it, and no attacks may pass its barrier. Any Character can pass through the Drop Shield without any issues. Shield Integrity of 400. Ability takes 5 Rounds to recharge.	3.1 kg	400 cR
Thrust Package	UNI, S	Doubles the user's Half Move for a single Half Action. This takes four Half Actions to recharge.	1.5 kg	300 cR
Hologram	UNI, P	When used, a Hologram of the User is projected, which can either move forward at the desired Move Speed of the Character, or stand still. The Character may also decide how far off the Hologram moves. Any Character with VISR, a friendly IFF Tag, or Thermal-based vision can identify the Hologram. The Hologram can last up to 10 Rounds, or until a new one is created. The Hologram may be set to mimic the Character's current movement. The Hologram is projected by a Micro-Drone, which is at a -80 To Hit, and takes a -30 Perception Test to even be able to see due to its small size. If destroyed, it costs 10 cR to replace between missions. A Character may take multiple Micro-Drones, but only one may be used at a time.	1.1 kg	300 cR
Sprint Module	MJL, P	Using the Mjolnir suit's Overclocking system, the user's movement is increased, allowing a character to gain +2 Mythic Agility for two Rounds. If used twice within five Rounds, the user takes a level of Fatigue. The Sprint Spartan Ability cannot be stacked or used with the Sprint Ability move action. The Sprint Module is pre-built into GEN II Mjolnir suits and cannot be used with them.	1.1 kg	200 cR
Regeneration Field	UNI, P	The Regeneration Field is a secondary Shield Recharging Unit that covers a radius of 3 Meters. Any Energy Shielding within the Regeneration Field gets their Recharge Rate doubled and their Recharge Delay halved. The Regeneration Field lasts for 3 Rounds and must recharge for 5 Rounds.	2.4 kg	650 cR
M805X Forward Acceleration Unit	MJL, P	This unit doubles the Character's Half Move Action for a single Half Action, giving others a -30 Penalty To Hit them for that adjacent Half Action (If it's the first Half Action for the User, anyone else on their first Half Action of the same Round gain the Penalty. This takes two Rounds to recharge. This may be used with any other Agility-Enhancing armors when Modified.	1.1 kg	350 cR
T-3 Active Camouflage	COV, P MJL, P	An integrated Camouflage Unit that gives the Character a +60 Bonus to Camouflage. The T-3 Camouflage Unit lasts for 5 Rounds, but must recharge for 6 Rounds. This unit does not mask sounds or gunfire.	4.3 kg	600 cR
Z2500 Automated Protection Drone	UNI, S	The Z2500 Automated Protection Drone is an automated Drone that follows the Character or stays in the location it was deployed in. The Drone has a Hull Integrity of 90 and Armor of 12. The Drone can stay active as long as it stays deployed, and only one can be deployed at a time. When destroyed, the Drone regenerates in 10 Rounds. If the Character moves over 50 Meters from the Protection Drone, it disappears and must regenerate. If the Character calls back the Drone within radius, it does not need regenerated. The Drone will regenerate 5 Hull Integrity per Round when not active, but not destroyed. The Protection Drone uses a Bolt Shot pistol with 40 shots. It also has a Perception and Warfare Range of 40 for making attacks against enemy IFF Tags.	10 kg	600 cR
UNSC Seeker Drone	UNSC, S	The UNSC Seeker Drone is an Armor Ability that attaches to the back of UNSC Armors, which can be used between a backpack and the armor, as it folds outward into the size of a standard UNSC helmet. The Seeker Drone has 55 Hull Integrity and 17 Armor. The Seeker Drone is armed with an M7 Caseless SMG, but is modified to use a 100 Round Belt for ammunition. The Seeker Drone has a 40 Warfare Range and 40 Perception for making attacks against enemy IFF Tags. The UNSC Seeker Drone will automatically follow the Character and can be controlled to stay in one location. The Seeker Drone can also be remotely controlled by a Data Pad or TACPAD or any other UNSC computer program with tethering. The Seeker Drone has a camera which can broadcast its video to any UNSC computer or tetherable equipment like Eyepieces and VISR. If destroyed, the Drone can be replaced with 40 cR.	10 kg	800 cR
Z5080 Promethean Vision	UNI, P	A visual modification system that allows the Character to see up to 30 Meters away, through any walls, floors, and obstacles. This unit is also able to see Camouflaged and	2.1 kg	600 cR

		Active Camouflage users by negating any of the Bonuses they had on their Test. Promethean Vision lasts for 4 Rounds and must recharge for 6 Rounds.		
Z-90 Photon Hardlight Shield	UNI, P	The Character generates a shield in front of them that can cover their entire body in the direction they're facing. This shield is immune to the Penetrating Special Rule. The Hardlight Shield has 200 Break Points, but can only last for 4 Rounds. Once the shield runs out of time or reaches 0 Break Points, it vanishes and must recharge for 7 Rounds. If deactivated without running out of Break Points or reaching the Round limitation, the Hardlight Shield recharges for only 4 Rounds. The Hardlight Shield will also protect a Character from Blast and Kill Radius if the Character is facing the source of the explosive.	5.2 kg	800 cR
Series 8 Jetpack	UNSC, S	The Series 8 Jetpack allows the Character to boost and hover. Using the Jetpack, the Character can thrust upward 50-(X) Meters, where (X) is +1 for every 50 kg the Character weighs and has on them. The Jetpack has 100 Charges. For every round Hovering, it costs 5 Charges. Each time the Jetpack thrusts, it costs 25 Charges. When at 0 Charges, the jetpack cannot be used. When not in use, the Jetpack recovers 10 Charges per Round. When used in zero gravity, (X) is always 0.	11.7 kg	300 cR
Covenant Thrust Pack	COV, S	The Covenant Thrust Pack allows the Character to boost and hover. Using the Thrust Pack, the Character can thrust upward 50-(X) Meters, where (X) is +1 for every 75 kg the Character weighs and has on them. The Thrust Pack has 100 Charges. For every round Hovering, it costs 10 Charges. Each time the Thrust Pack thrusts, it costs 25 Charges. When at 0 Charges, the Thrust Pack cannot be used. When not in use, the Thrust Pack recovers 10 Charges per Round. When used in zero gravity, (X) is always 0.	10.9 kg	400 cR
Covenant Anti-Gravity Pack	COV, S	The Covenant Anti-Gravity Pack is a jetpack-like device that gives the Player the Flight Trait. If in 3x or greater Gravity, the Covenant Anti-Gravity Pack acts as the Covenant Thrust Pack, instead.	11.4 kg	650 cR
Artemis Tracking System	UNSC, S	The Artemis Tracking System (ATS), is an ONI-specialized Armor Ability using a combination of functions. The Artemis Tracking System was created to be used with GEN II Mjolnir Armors, but can be modified to work with other Armors. The main ability of ATS is a scanning device that tracks technology and ammunition. ATS is able to scan weaponry to determine ammunition type and amount in the magazine, alongside scanning the weapon to track who it belonged to via IFF Tags and the weapon's serial number or any available Bio Signatures. Another use of ATS is that it can be used to assist in Tracking and Navigation Tests with a +30 Bonus. If the ATS is used to scan a signature or object of the target, Artemis can be used to gain that +30 Bonus for tracking them or against their Camouflage with an Investigation Test.	4 kg	1,000 cR
Artemis Revival System	UNSC, P	The Artemis Revival System (ARS), is a Regeneration Field Unit that can be placed over a single Character. ARS emits a small relay of nanobots built for the purpose of medical repair. When used, over the course of a Half Action, the ARS will repair Shields by 25 Shield Integrity. When unused, the ARS recharges a Half Action of use in a Full Round of not being used.	4 kg	1,000 cR
Slipspace Personal Teleportation Unit	UNSC, P	A UNSC developed single-user Slipspace teleportation system. This unit will teleport the user up to 15 Meters in the direction they are facing as a Half Action. The unit will not allow the Character to teleport into material like walls or other Characters, and will come out in the same pose and position they were when activating the teleportation. No other Characters may be brought through with this Ability. The teleportation is also as loud as a door slamming, so it can be heard at both the location the character was, and the location they teleported from. This Unit also has a 5 Round recharge that begins on the Half Action it was used.	9 kg	1,000 cR

VEHICLE RULES

INTRODUCTION

Vehicles are similar to Characters in the system as they have their own sets of Characteristics, sizes, prices, and so on. A Vehicle can easily complicate the battlefield with overwhelming firepower, tremendous speed, and even powerful armor for protection. A GM must be weary of even the lightest of vehicles, as they can turn the tides of a battle with their introduction.

PRICE

All vehicles have a Price that must be paid in order to acquire the vehicle for use. The GM may offer discounts or even wave the price under their own set circumstances, such as the necessity of a vehicle for an upcoming mission.

COMBAT EXPERIENCE

Vehicles have a Combat Experience Characteristic that is the total payout of Experience to a squad that defeats that Vehicle in combat. The Experience gained from the Vehicle must be split between the entire group involved in taking out the Vehicle.

DIMENSIONS

Size is incredibly important for Vehicles. A Vehicle's Dimensions include its Width, Length, Height, and Weight. Using this alongside the images of the vehicles, you can gain a better understanding of their size.

VEHICLE MOVEMENT CHARACTERISTICS

Vehicles have a "Meters per Turn" (MpT) movement speed that dictates the various speeds a vehicle has, which includes Accelerate, Top Speed, and Brake.

TOP SPEED

Top Speed is the Vehicle's absolute highest Meters per Turn the vehicle is able to travel without any modifications. Unless specified otherwise, the Vehicle's Movement Speed cannot surpass this Characteristic.

ACCELERATE

The Vehicle's Accelerate Characteristic dictates how many Meters per Turn the Vehicle can increase in speed during a single Turn. A Vehicle going 10 MpT with an Accelerate of 10 will be able to increase their speed to 20 MpT at the start of the Turn.

BREAK

The Brake Characteristic describes how many Meters per Turn the vehicle can decrease in speed within a Turn. A Vehicle going 10 MpT with a Break of 5 will slow down to 5 MpT at the beginning of the Turn.

MANEUVER

A Vehicle's Maneuver is the limitation of a Pilot's ability to use their Evasion Skill. If a Pilot has a total Evasion of 60, but the Vehicle has a Maneuver of 50, then the Pilot's Evasion while piloting the Vehicle is only at a Characteristic of 50.

The Stunting Skill can be used alongside the Vehicle's Maneuver Characteristic to increase it. This means a vehicle with a Maneuver of 50 can be increased to 55 from a +5 in Stunting, or 60 from a +10 in Stunting.

Finally, Maneuver is also the degree in which a Vehicle can turn in a single Round. This is only necessary for heavy roleplaying or important tracking of location and directional facing.

CREW AND COMPLIMENT

A vehicle's Crew is how many Characters are needed to properly pilot the vehicle. Generally speaking, a vehicle with more than one Pilot will mean that the weapons cannot be controlled by only one Character, and both will have to choose which job they are doing, whether it is manning a weapon or driving the vehicle.

A vehicle's Complement is the number of passengers that can safely fit within the Vehicle. Any Character properly within the Complement of the vehicle has access to seatbelts and harnesses to keep them safe.

ARMOR

Vehicles have armor, just as a Character would, but their Armor Locations are based on the direction from the oncoming attack. This means Armor Location is not rolled for, and instead you use the Hit Location chart below to find which Component is struck.

A Vehicle's Armor is how much Damage can be ignored from each Attack on a Vehicle's Break Points, before Pierce is figured in.

The Armor Locations are Front, Back, Side, Top, and Bottom.

VEHICLE HIT LOCATION

When Attacking a vehicle, a Hit Location Chart is needed to see which Component is struck. The following table shows which Location was struck from a To-Hit Test, similar to the Hit Locations against a Character. If a Hit Location was struck that a Vehicle does not have, it counts as hitting Crew.

Struck locations will have their Break Points reduced.

ROLL	HIT LOCATION
1-20	Weapon
21-40	Mobility
41-60	Engine
61-80	Optics
81-100	Crew

COMPONENT BREAK POINTS

Vehicles are made up of multiple Components that act as various Wound Systems for each part of the vehicle; the Weaponry (WEP), mobility system (MOB), Engine (ENG), and Crew (CREW).

When a Component reaches 0 Break Points, that Component is destroyed. If a vehicle has multiple of the same Component, it is up to the GM or Players to track which is struck, as they will not share Break Points. To find what happens when a Component is destroyed, visit further on in the Vehicle Rules for the Vehicle Damage section of the book.

If a Component is already destroyed, any Attack against it will count as hitting Crew.

VEHICLE ARMAMENTS

An Armament is a weapon loadout tailored for that specific vehicle. Many Armaments have prices needed to be taken. The price for an Armament must be purchased alongside the price of the Vehicle, as it is a package and not a standalone unit.

Vehicle armaments may be traded in as long as the difference in price is paid between armaments of that specific vehicle. If a vehicle is traded in for another cheaper armament, no cR is returned.

MISC

Some vehicles have miscellaneous rules that are specific to that vehicle.

CREW, COMPLEMENT, AND WEAPONRY

VEHICLE WEAPONS AND POSITIONS

Vehicles have positions where a weapon is able to be used by a Character. Each Weapon in a Vehicle Armament will be categorized with a tag; [P] Pilot, [G] Gunner, and [C] Complement.

To use the weapon, you must be occupying the Position shown for that weapon.

Switching Positions take a Full Action when within the Vehicle.

PILOT POSITION

The Pilot Position is where a Character needs to be to pilot a vehicle, unless specified otherwise. Weapons that are categorized with the Pilot Position are able to be fired by any Crew within the vehicle.

The Pilot Position Weapons can only be used by Crew, unless the Vehicle is an aircraft Vehicle. Aircraft Vehicles, with GM approval, allow the Character in a Gunner Position to use the [P] Tagged Weapon without other Crew. Pilot Positions for Vehicles are able to control up to two Weapons in a single Round.

GUNNER POSITION

A Gunner Position in a vehicle is when the position is only there for the Character to man a weapon. Gunner Positions are when there are Turrets or other types of weapons that must have a seated user. An example of this includes a Warthog's Turret.

A Character must declare they are entering a Vehicle's Gunner Position to have access to the Gunner Weaponry. Gunner Positions for Vehicles are able to control up to two weapons in a single Round.

COMPLEMENT POSITION

Complement Positions are Passenger bays and seating, where the Character generally has no role pertaining to controlling or maintaining the Vehicle. There are some exceptions to this, where Weapons with the [C] Tag can be used by Passengers.

LINKED WEAPONS

Weapons that are listed as being 'Linked' must be fired at the same time. These weapons are connected to the same firing mechanisms. For example, if there are two linked Autocannons, they both are fired from the same Character and fire at the same time.

FIRING AT AND OUT OF VEHICLES

When making an Attack against something going a different speed than you are will merit a possible Penalty To Hit. For every 10 MPT difference between the Character's Speed and their Target, the Character gains a stacking -5 To Hit Penalty.

VEHICLE AUTOLOADERS

Vehicles have automated reloading systems known as Autoloaders. An Autoloader will reload the weapon for the Users as long as the Vehicle is functioning. An Autoloader will reload the weapon of a Vehicle that has run out of Ammo in one Full Action.

INFANTRY WEAPONS AGAINST VEHICLES

Vehicles reduce the Damage and Pierce taken from small-arms weapons by half. This includes weapons like pistols, rifles, shotguns, machine guns, and melee weapons. This includes most handheld weaponry, even plasma weapons and flamethrowers. This does not include heavier weapons, such as Spartan Lasers, Sniper Rifles, and explosives.

For weapons that might not fall under a specific category, it is up to the GM to make the decision on whether it is covered under this rule.

VEHICLE DAMAGE RULES

BREAK POINTS: WEAPON

When a weapon is struck on the Vehicle To-Hit Table, the GM gets to decide which weapon is struck. Generally, it is best for the GM to decide based on where the vehicle was struck, choosing the closest weapon.

However, the GM may roll to decide which weapon is struck, splitting the dice roll up so that larger weapons have a larger percentage chance of being damaged.

A Weapon that hits 0 Break Points cannot be fired and becomes useless or removed from the vehicle until repaired.

BREAK POINTS: MOBILITY

There are many types of Mobility Systems for vehicles. Later in the Vehicle Damage Rules section of the book are a set of mobility systems and the damages and effects caused to the vehicles when mobility systems are damaged.

Vehicles that have multiple wheels, tires, treads, etc., will need the GM to decide which Mobility System was struck. Generally, it is best for the GM to decide based on where the vehicle was struck, choosing the closest mobility system to the attack made.

When a Mobility System reaches 0 Break Points, it is no longer usable and becomes useless or even detrimental to the vehicle.

BREAK POINTS: ENGINE

When an Attack strikes the Engine, there is a chance of failure. Whenever the engine is struck and the Engine takes a minimum of 5 Break Point Damage, roll a 1D10. On rolls of 1 through 8, no extra effect happens. On a roll of 9, the Engine is disabled for 1 Round. On a roll of 10, the engine is disabled for 2 Rounds.

BREAK POINTS: OPTIC

Optics are on completely enclosed vehicles, such as a tank. Optics are a vehicle's way to view the outside world so the User can see the battlefield. All vehicles have a separate Optic for each enclosed Crew and Gunner position.

When destroyed, the Optic is no longer usable. This means that whichever Character was using the Optic can no longer see outside of the vehicle. Many vehicles have visual backups, such as small slots between the armor plating to view what is happening outside.

BREAK POINTS: CREW

Damage dealt against a Vehicle's Crew Compartment has a chance of hitting a Character within. If an Attack deals more damage than the Vehicle has Armor, it pierces through.

When an Attack strikes a vehicle, the Vehicle's Armor reduces the damage it can deal against the Characters inside. Any attack made that pierces through is reduced by the Vehicle's Armor. On a roll of a D100, for every Character in the vehicle increases the chance of being struck by 5%. If there is one Character inside the vehicle, there is only a 5% chance of being struck. If there are 5 Characters, that chance increases to 25%. The GM may decide who is struck based on location, or roll randomly.

Blast and Kill radius attacks that pierce do not roll to see who they hit, but instead, the GM decides if the Characters are within Range to take damage. Blast and Kill Radius Attacks are able To Hit multiple targets when the Attack penetrates through the Crew.

A destroyed Crew Break Point means the vehicle no longer offers Hull protection to the Characters inside, and will take full damage from any Blast and Kill Attack that they are within range of. The Vehicle is also unable to be piloted from within the Crew Component.

VEHICLE WRECKING AND MANSLAUGHTER

CREW RESTRAINTS

All UNSC and Civilian vehicles have restraints that protect the Character during wrecks and collisions. All incoming Damage taken from Wrecking and Collisions are halved if the Character is wearing Crew Restraints.

VEHICLE WRECKING

When a vehicle hits an of similar size or large enough to damage the vehicle, both the vehicle and the object hit will take Damage.

For ever 30 MPT the vehicle is traveling, both the Vehicle and the Characters take 1D10 Damage. Characters in the wreck will receive this damage ignoring half their lowest Armor value, but Vehicles are able to reduce this Damage by their full Armor from the section they're being hit.

HEAD-ON COLLISION

Two vehicles having a Head-On Collision will take Wrecking Damage but will add both of their Speeds together to figure the Damage dealt to both Vehicles and the Characters inside.

ROLLING VEHICLES

When a vehicle rolls, the vehicle and the Characters inside it take damage. During a wreck or situation that would cause the vehicle to roll, the GM must find how many times the vehicle will roll. A vehicle will only roll once if moving less than 20 MPT. For every 20 MPT after, the vehicle rolls another 1D5 times.

When a vehicle rolls, both the vehicle and the Characters inside take 1D10+(X) Damage, where (X) is the amount of rolls the vehicle did. Characters in the roll will receive this damage ignoring half their lowest Armor value, but Vehicles will reduce the Damage by their lowest Armor value.

MANSLAUGHTER AND SPLATTER

When a Character is hit by a vehicle, they take damage. For every 20 MPT the vehicle is traveling, the Character takes 1D10 Damage, ignoring Half of their lowest Armor value.

After being hit, the Character must make a -20 Agility or Strength Test. If passed, the Character is thrown to the side of the Vehicle and takes no extra damage.

If failed by 0 to 2 Degrees of Failure, the Character is pinned to the front and will take an extra 2D5 Damage ignoring Armor. The Character must make a -(X) Strength Test to break free, where (X) is increased by 10 for every 20 MPT the vehicle is traveling.

If failed by 3 Degrees of Failure, the Character is thrown over the top of the vehicle and takes 3D5 more damage, ignoring Armor.

If failed by 4 Degrees of Failure, the Character is run over. The Character takes 1D10 Damage for every 400 KG the vehicle weighs, ignoring Armor.

WALKER VEHICLE RULES

WALKER LEGS

Walker vehicles are vehicles that make the use of legs instead of wheels, treads, or anti-gravitational technology. Walkers have the ability to step over reasonably sized obstacles, thus halving all Difficult and Dangerous terrain penalties.

WALKER STRENGTH

Walker vehicles use Strength to figure their Melee Damage. Most Walkers have a Strength to signify their difference as a vehicle and what role they perform. A Walker's Strength helps decide the melee damage they are capable of.

These Characteristics work the same as a Character would, and are not limited by the Character piloting the vehicle.

MELEE AND STOMP ATTACKS

Walker vehicles have a Stomp Attack they are able to use. A Walker is able to initiate Melee Combat, gaining a +1 to Melee Range for every 4 Meters tall the vehicle is. For example, the Mantis is 5.7 Meters tall, gaining +2 to the Range of its Stomp Attack.

AIR VEHICLE RULES

TARGETING

Air vehicles have a Targeting Characteristic that determines how many Half Actions it takes for the vehicle to lock on to a target.

In dogfighting, the difference in speed between the two vehicles plays a factor into the Targeting speed. For every 100 MPT difference the Targeting vehicle and the Opponent is going, it adds +1 Half Actions to lock on to the vehicle.

Targeting will act as a multiplier to the Pilot's Perceptive Range.

When a vehicle is locked on to their Target, it gains a +10 Bonus To-Hit.

Targeting is lost when the vehicle leaves the line of sight of the Attacker.

BOMBING AND STRAFING

Bombing and Strafing runs ignore penalties based on Speed as long as the Pilot has finished Targeting. If the Pilot has not finished Targeting, the Pilot must make a Pilot Test with a Penalty of (X). (X) is -10 for every 500 MPT the Vehicle is flying. For every Degree of Failure, the Attack gains a 5D10 Meter Scatter.

ATTACKER AND DEFENDER

When in combat with another Air Vehicle, there are two positions; Attackers and Defenders. The Attacker is a vehicle attempting to chase and Attack the Defender, while the Defender is attempting to become the Attacker. This is known as a Dog Fight.

There are many instances in which two Opponent vehicles could be considered the Attacker. This is when vehicles are facing off without one attempting to chase another. This is common in VTOL combat.

TAKEOFF

Takeoff is the amount of Half Actions that it takes for the vehicle to leave the ground.

VTOL MOVEMENT

VTOLS have a Vertical Movement for moving up and down. This is measured in Meters Per Turn.

VEHICLE DAMAGE TABLES

WHEELS	EXPLANATION
3	1. When 1 Wheel is lost on a vehicle with 3 wheels, the vehicle suffers 50% loss of Top Speed and Accelerate. 2. When 2 Wheels are destroyed, the vehicle loses 80% of its Top Speed and Accelerate. 3. Losing all 3 Wheels immobilizes the vehicle.
4	1. When 1 Wheel is lost on a vehicle with 4 Wheels, the vehicle suffers a 30% loss of Top Speed and Accelerate. 2. When 2 Wheels are destroyed, the vehicle loses 60% of its Top Speed and Accelerate. 3. When 3 Wheels are destroyed, the vehicle loses 90% of its Top Speed and Accelerate. 4. Losing all 4 Wheels immobilizes the vehicle.
6	1. When 1 Wheel is lost on a vehicle with 6 Wheels, the vehicle suffers a 15% loss of Top Speed and Accelerate. 2. When 2 Wheels are destroyed, the vehicle loses 30% of its Top Speed and Accelerate. 3. When 3 Wheels are destroyed, the vehicle loses 50% of its Top Speed and Accelerate. 4. When 4 Wheels are destroyed, the vehicle loses 75% of its Top Speed and Accelerate. 5. When 5 Wheels are destroyed, the vehicle loses 95% of its Top Speed and Accelerate. 6. Losing all 6 Wheels immobilizes the vehicle.
8	1. When 1 Wheel is lost on a vehicle with 8 Wheels, it loses 10% of its Top Speed and Accelerate. 2. When 2 Wheels are destroyed, the vehicle loses 20% of its Top Speed and Accelerate. 3. When 3 Wheels are destroyed, the vehicle loses 40% of its Top Speed and Accelerate. 4. When 4 Wheels are destroyed, the vehicle loses 55% of its Top Speed and Accelerate. 5. When 5 Wheels are destroyed, the vehicle loses 75% of its Top Speed and Accelerate. 6. When 6 Wheels are destroyed, the vehicle loses 90% of its Top Speed and Accelerate. 7. When 7 Wheels are destroyed, the vehicle loses 95% of its Top Speed and Accelerate. 8. Losing all 8 Wheels immobilizes the vehicle.

TREADS	EXPLANATION
2	1. When 1 Tread is destroyed on a vehicle with 2 Treads, it loses 70% of its Top Speed and Accelerate. 2. When both Treads are gone, the vehicle is immobilized
4	1. When 1 Tread is destroyed on a vehicle with 4 Treads, the vehicle loses 20% of its Top Speed and Accelerate. 2. When 2 Treads are destroyed, the vehicle loses 40% of its Top Speed and Accelerate. 3. When 3 Treads are destroyed, the vehicle loses 80% of its Top Speed and Accelerate. 4. Losing all 4 Treads immobilizes the vehicle.
6	1. When 1 Tread is destroyed on a vehicle with 6 Treads, the vehicle loses 10% of its Top Speed and Accelerate. 2. When 2 Treads are destroyed, the vehicle loses 25% of its Top Speed and Accelerate. 3. When 3 Treads are destroyed, the vehicle loses 40% of its Top Speed and Accelerate. 4. When 4 Treads are destroyed, the vehicle loses 70% of its Top Speed and Accelerate. 5. When 5 Treads are destroyed, the vehicle loses 95% of its Top Speed and Accelerate. 6. Losing all 6 Treads immobilizes the vehicle.
8	1. When 1 Tread is destroyed on a vehicle with 8 Treads, it loses 10% of its Top Speed and Accelerate. 2. When 2 Treads are destroyed, the vehicle loses 20% of its Top Speed and Accelerate. 3. When 3 Treads are destroyed, the vehicle loses 30% of its Top Speed and Accelerate. 4. When 4 Treads are destroyed, the vehicle loses 45% of its Top Speed and Accelerate. 5. When 5 Treads are destroyed, the vehicle loses 60% of its Top Speed and Accelerate. 6. When 6 Treads are destroyed, the vehicle loses 85% of its Top Speed and Accelerate. 7. When 7 Treads are destroyed, the vehicle loses 99% of its Top Speed and Accelerate. 8. Losing all 8 Treads immobilizes the vehicle.

LEGS	EXPLANATION
2	1. When 1 leg is destroyed, the Walker falls over but is still able to control its movement to a small degree to continue to aim and fire. The Walker can no longer move. 2. When 2 legs are destroyed, the Walker loses the ability to turn to properly aim and fire. All Attacks the Walker makes gain a -20 Penalty To-Hit.
4	1. When 1 Leg is destroyed on a Walker with 4 legs, the Walker's Agility is halved. 2. When 2 Legs are destroyed, the Walker's Agility is lowered by 75%. 3. When 3 Legs are destroyed, the Walker falls to the ground, but can control its movement to a small degree so it can still aim and fire. The Walker can no longer move. 4. When all 4 legs are destroyed, the Walker loses the ability to walk. All Attacks the Walker makes gain a -20 Penalty To-Hit.
6	1. When 1 Leg is destroyed on a Walker with 6 legs, the Walker's Agility is lowered by 25%. 2. When 2 Legs are destroyed, the Walker's Agility is lowered by 40%. 3. When 3 Legs are destroyed, the Walker's Agility is lowered by 60%. 4. When 4 Legs are destroyed, the Walker's Agility is lowered by 80%. 5. When 5 Legs are destroyed, the Walker falls to the ground, but can control its movement to a small degree so it can still aim and fire. The Walker can no longer move. 6. When all 6 legs are destroyed, the Walker loses the ability to walk. All Attacks the Walker makes gain a -20 Penalty To-Hit.

AIR VEHICLE PROPULSION DAMAGE

AIR VEHICLES	EXPLANATION
PROPULSION	When destroyed, a Propulsion System will no longer function. The vehicle loses a percentage of its Top Speed, Acceleration, and Breaking whenever one is destroyed. The Table below explains how much speed is lost per Propulsion System when one is destroyed, based on how many Propulsion Systems the vehicle has.

THRUSTER COUNT	1	2	3	4	5	6	7	8	9	10
SPEED LOST	100%	95%	90%	85%	80%	75%	70%	65%	60%	55%
THRUSTER COUNT	11	12	13	14	15	16	17	18	19	20
SPEED LOST	50%	45%	40%	40%	35%	30%	30%	25%	25%	20%

MISCELLANEOUS SPECIAL RULES

VEHICLE SPECIAL RULES	EXPLANATION
Neural Interface	The Neural Interface of a vehicle allows a Character with an IFF Tag to Pilot a vehicle and one Weapon at the same time. This is only an Option for vehicles with the Neural Interface Special Rule.
Open-Top	Vehicles with the Open-Top Special Rule have no covering or protection from Attacks that could strike Crew and Complement Characters. If an Attack strikes a Character when it hits the Crew Compartment of the vehicle, the Character being struck is not protected by the vehicle's Armor, and will take full Damage.
Heavy Plating	A vehicle with the Heavy Plating Special Rule cannot be damaged by small-arms fire. This includes weapons like pistols, rifles, and shotguns. This does not include heavy weapons like Spartan Lasers, Sniper Rifles, and explosives.
All-Terrain	Vehicles with the All-Terrain Special Rule halve all Penalties gained from rough and dangerous terrains. This includes mud, gravel, rubble, etc.
Boost (X)	A vehicle with the Boost Special Rule can double their Accelerate and Top Speed for (X) Rounds. After every Round the vehicle Boosts, it must recharge for double that number of Rounds.
Walker Stomp	A Walker Vehicle has a Melee Attack that reaches out +1 Meter from the vehicle for every 4 Meters tall the vehicle is.
Anti-Gravitational	The Anti-Gravitational Special Rule means the vehicle hovers through the air instead of using wheels. Vehicles with this Special Rule halve all penalties gained from Rough and Dangerous Terrain. The vehicle also gains a -10 Penalty to Stunt-based Actions.

VEHICLE HIJACKING

HIJACKING

Hijacking a vehicle is an Action one can perform many Actions. These actions include Hijack, Boarding, and Planting. Each of these Actions can take multiple steps, depending on the scenario at hand.

Some of these Actions can be dangerous. If not performed properly or without correct timing, it can mean injury or death.

VEHICLE SPEED

The first step into these Actions is to figure out the speed of the targeted Vehicle. For every 25 MPT the vehicle is traveling, there is a -5 Penalty at base for attempting any chosen Action during any process of the Hijacking.

BOARDING A VEHICLE

There are multiple ways to attempt boarding a vehicle. A Character could stand on a bridge and drop down on to a vehicle driving under, a Character could jump onto a vehicle passing by, or a Character could even be hit by a Vehicle and hold on afterwards.

Depending on how the Character performs this Action, various Characteristics and Skills could be put into use. The following are a list of examples and what Characteristics and Skills could be used and the Actions taken.

BOARDING	CHARACTERISTIC AND SKILL	ACTIONS
DROPPING DOWN	Drop onto the vehicle from above, uses Athletics or Stunting.	Half
JUMPING	Jump onto vehicle driving nearby Character, uses Athletics or Stunting.	Full
AFTER BEING HIT	If Character was struck by the Vehicle, they have a possibility of holding on as a Reaction using Strength Test. Penalty is -5 for every 5 Damage rolled from being hit by the Vehicle.	Reaction

STAYING ON A VEHICLE

Every Round the Character is boarding a vehicle, they must make a Strength Test or risk falling off. Open-Top Vehicles give the Character a +20 Bonus to the Strength Test. Magnetic Boots will give a +60 Bonus to the Strength Test.

There are other Actions that can be used to help improve staying on a Vehicle during the Hijacking that the GM can allow. This could include stabbing a knife into the side as an improvised grip, grappling hooks, or any other equipment to keep the character on the vehicle.

The GM must apply Bonuses to these Actions. Something like a Knife in the side of the vehicle could give a +10 Bonus, while a grappling hook could give a +30 Bonus.

OPEN-TOP OR CLOSED-TOP AND VEHICLE DOORS

Vehicles without the Open-Top Special Rule are considered Closed-Top. During Hijacking, the Character will need to bypass any doors the Closed-Top Vehicle might have. Open-Topped vehicles would not have this issue, as there are many ways around any door an Open-Topped vehicle may have.

Breaking into a Closed-Top Vehicle means opening the door if it is unlocked, breaking off the door, breaking a lock, using a Spoofer, etc. There are many scenarios in which the Character can take depending on their situation.

Breaking a vehicle's door could be incredibly difficult. The GM could apply a -60 Penalty Strength Test for breaking a tank's door, while a civilian car could be as low as a -20 Penalty. Windows could be at a much lower Penalty, unless it's using heavily-reinforced glass. This is up to the GM to decide how difficult the Test may be. Though weapons can also be used to destroy locks, windows, and doors.

Actions breaking doors, windows, etc should be considered a Full Action, while opening unlocked doors should only be a Half Action.

DEALING WITH THE PILOT

After the Character has access to the Pilot by accessing the Crew section, they must deal with them however they see fit. The GM should initiate Combat if the Pilot is able to fight back.

The Character may throw out the Pilot while they are still alive, which begins an Opposed Strength Test. If the Pilot has their vehicle harness or seat belt on, they gain a +20 Bonus to this Test. If the Pilot is successful, they stay in the vehicle. If the Pilot fails, they're removed from their piloting position, and depending on the vehicle, could be tossed off the vehicle, entirely. These are considered Full Actions. If thrown out, the Pilot may attempt to catch onto the Vehicle with a -(X) Penalty Agility Test but are no longer considered in-control of the Vehicle. (X) is -10 for every Degree of Success the Hijacking Character had on their Opposed Test.

If the Pilot has their Vehicle Harness or Seat Belt on, the Hijacking Character may attempt to destroy it. Harnesses and Seatbelts have 15 Break Points. The Character may take a Full Action to target the harness or belt without penalty To Hit. The Character may instead take a Half Action to target the harness or belt but will take a -20 Penalty To Hit.

A Passenger of a Vehicle may assist the Pilot from being thrown from the Vehicle. To do so, the Passenger must give their Full Action assisting the Pilot. For every Degree of Success on a -10 Strength Test, the Pilot gains a +10 Bonus to the Opposed Strength Test with the Hijacker.

The Hijacking Character may also choose to begin Attacking with either Melee or Range. Pilots who are wearing their harness or seat belt gain a -30 Penalty to Evasion Tests.

TAKING ACTIONS WHILE HIJACKING

A Hijacking Character has a choice to make non-Hijacking Actions while still attempting the Hijack. Depending on the Action, the GM may decide whether or not the Action is at the Penalty based on Vehicle movement speed.

The GM may also decide whether an Action is impossible to perform while attempting to Hijack.

PLANTING

Planting is an Action where the Character attempts to plant an item of some kind on the Vehicle. Planting is anywhere from a Full Action to an Extended Action. An Extended Planting Action is where the Character may need to find and open a hatch, or to move to the other side of the vehicle to finish he Action.

Planting, as an Action, allows the Character to do various actions, whether it be throwing a live grenade through the window of a vehicle, or to plant a magnetic anti-vehicle mine in the engine-bay of the vehicle, or even hide a tracking device to the vehicle.

FALLING OFF A VEHICLE

If a Character fails any Action made while Hijacking with two or more Degrees of Failure, that Character must make an Athletics Test. If failed, the Character falls off the Vehicle.

If a Character falls off a vehicle, they take Vehicle Rolling Damage from the 'Vehicle Wrecking and Manslaughter' section of Vehicle Combat.

VEHICLE MODIFICATION RULES

VEHICLE MODIFICATIONS

Vehicles in Halo Mythic can be modified in many ways. These use a Vehicle's Weapon Points and Size Points, which are specialized Hardpoints on a Vehicle. Each Modification takes a specified amount of Weapon and Size Points.

Vehicle modifications are classified into five categories; Body, Propulsion, Electronic, Combat, and Miscellaneous.

SIZE POINTS

Size Points are Vehicle Hardpoints based on the size of the Vehicle. The larger the vehicle, the more Size Points it has to work with. If a vehicle does not have enough Size Points, it will not be able to fit Modifications.

You can figure Size Points for custom vehicles, as well. For every 6 Meters in the Vehicle's Width, Height, and Length added together is the amount of Size Points the vehicle has.

TO-HIT AND SIZE POINTS

When a Character is making an Attack against a Vehicle, they get a +5 for every Size Point the Vehicle has.

WEAPON POINTS

Weapon Points are points that may be used for weapon installations. Vehicles that have Weapon Points must already have the weapon points already used up with the weapons it already has. A GM may allot a set amount of points for the removal of a weapon, which then may be replaced by another.

The larger the weapon, the more points it should take up. Generally, one point should be used for any Infantry weapon such as Rifles, pistols, and shotguns. Weapons like Flamethrowers, Turrets, and rocket launchers take up two Weapon Points. Larger vehicle weapons like rocket and missile launchers, autocannons, and tank cannons take up four Weapon Points. And the Mini MAC takes up 10 Weapon Points.

Weapon modifications should be given GM approval, as not everything may make sense. Rigging a large-scale vehicle weapon to a smaller vehicle should be met with Penalties, or be impossible.

WEAPON AND SIZE POINT SWAPPING

Weapon and Size Points can be swapped at a Penalty. You may spend two Size Points to create a Weapon Point, and you may spend two Weapon Points to create a Size Point.

BODY MODIFICATIONS

MODIFICATIONS	INFORMATION
Reinforced Armor	For every Size Point of a Vehicle spent, the vehicle gains +2 Armor on all Locations. Each Armor upgrade lowers the Vehicle's Top Speed by 5 MPT. Each Size Point spent costs 50 cR. Can only be taken 3 times.
Lightened Armor	This Modification costs no Size Points. For every time this Upgrade is taken, the Vehicle loses 2 Armor on all Locations. Each time this Modification is taken, the Vehicle's Top Speed is increased by +5 MPT. Each Upgrade costs 50 cR. Can only be taken 3 times.
Armored Module	For every Size Point spent, a chosen Module's Break Points are increased by 20 Points. Each one of these Upgrades costs 50 cR.
Enclosed Top	The Vehicle loses the Open-Top Special Rule. This costs 50 cR for each overall Size Point of the Vehicle.
Opened Top	The Vehicle gains the Open-Top Special Rule. This costs 20 cR for each overall Size Point of the Vehicle.
Crevasse-Protection Bars	Crevasse-Protection Bars (CPB) are horizontal bars, sometimes on wheels, that are used to protect the vehicle from falling into crevasses and off cliffs and ice formations. The bars are 1 Meter long for every overall Size Point of the vehicle. This Modification stops vehicles from falling into holes in the ground, offering safe passing in Dangerous Terrain. This costs no Size Points to install, but costs 25 cR for each overall Size Point of the Vehicle.
Roll Cage	A Roll Cage is installed into the Vehicle's Crew Module. The Roll Cage halves all Damage from Rolling and Wrecks that would happen to the Characters within the Vehicle. This installation costs 1 Size Point. It costs 50 cR for each overall Size Point of the Vehicle.
Plow Unit	A V-shaped plow for moving snow, sand, and wreckage. Halves all Penalties gained from Dangerous Terrain and Rough Terrain caused by wreckage or uneven loose ground. Costs 1 Size Point to Install and 30 cR for each overall Size Point of the vehicle.

PROPULSION MODIFICATIONS

MODIFICATIONS	INFORMATION
Engine Enhancement	This Modification increases the Engine of the Vehicle by either tuning or replacing it. For every time this Modification is taken, the Vehicle's Top Speed is increased by 15 MPT and Acceleration is increased by 5 MPT. This costs no Size Points to install, but costs 50 cR for each time it's taken. This Upgrade cannot be taken more than 5 Times for a single Vehicle.
Improved Brake System	The Improved Brake System increases the Brake Characteristic of the Vehicle by +5 MPT. This Modification costs no Size Points, but costs 40 cR for each time it's taken. This Modification cannot be taken more than 5 Times for a single Vehicle.
Wheel Modification	Wheeled vehicles may have their wheels replaced with assorted options; Treads, Hovering System, Sand Paddles, or an Environment-special mobility system. Each Modification replaces two wheels unless specified otherwise, allowing for vehicles to have two front wheels and rear treads, as an example. None of these Modifications cost any Size Points.
Wheel Modification: Snow and Sand Tread	Each wheel is replaced by triangular tracks. When used with two Wheels, the Rough and Difficult Terrain Penalties are halved on Sand and Snow. When used with four or more Wheels, the Rough and Difficult Terrain Penalties are removed. Each time this Upgrade is taken gives a -5 Penalty to Acceleration and Brake.
Wheel Modification: Hovering System	Each wheel is replaced by a powerful air-based Hovering System. This allows the vehicle to hover up to one Meter off the surface, even bodies of water. This Modification halves the Acceleration, Brake, and Top Speed of the Vehicle. The Modification also allows the Vehicle to take no Rough and Difficult Terrain Penalties. This Modification costs 50 cR per Wheel and must replace all Wheels or Treads. This Modification may also be used to replace Treads and costs 100 cR per Tread replaced.
Wheel Modification: Full Track	Each Wheel is replaced on the Vehicle and is replaced by Full Tracks. This adds one set of Tread for each side of the Vehicle and replaces all wheels. This cannot be taken on Vehicles with odd amounts of Wheels like the Jackrabbit. This halves all Rough and Difficult Terrain Penalties and costs 50 cR per Wheel.
Sand Paddles	Large Paddle-like tires that are fitted to the vehicle. This Modification halves any Penalties given from driving on Sand for every two Wheels replaced. This Modification costs 35 cR per Wheel.

ELECTRONIC MODIFICATIONS

MODIFICATIONS	INFORMATION
Shield Installation	This modification installs a Shield onto the Vehicle and can be taken multiple times. The first time this Modification is taken, the Vehicle gains a Shield that has a Shield Rating of 150, a Recharge Delay of 2, and a Recharge Rate of 25. This first Installation costs 250 cR and takes up one Size Point. Each time this Shield Installation is taken afterwards, or if the Vehicle already has a Shield, the Vehicle's shields gain an extra +50 to its Shield Rating. This upgrade costs 150 cR and does not take up any more Size Points. This Upgrade can only be taken once for every overall Size Point of the Vehicle.
AI Uplink Module	For 250 cR and one Size Point, an AI Uplink Module is installed into the Vehicle. The AI Uplink Module allows for an AI Character to control a vehicle normally. If the Vehicle also has a Neural Interface installed, the AI is able to fire weapons normally, as well.
Neural Interface	For 200 cR, the Vehicle gets the Neural Interface Special Rule.
EDAD Unit	EDAD is an Explosives Detector and Detonation Unit. This unit attaches to the front of a Vehicle and sits 3 Meters out from the vehicle. The EDAD Unit is able to detect and detonate planted explosives such as mines. The EDAD Unit can detect mines out to 10 Meters from the unit. Once detected, the EDAD Unit warns the Pilot of the Vehicle, allowing the Pilot to decide whether or not to forcefully detonate the explosive using electromagnetic pulses. The EDAD Unit is also able to detect how powerful the explosive is and will warn the Pilot if detonating the Explosive will still harm the vehicle. It costs 300 cR and one Size Point to install this Unit.
Nanomachine Repair System	The Nanomachine Repair System costs 300 cR and one Size Point to install and may be installed up to five times to a single Vehicle. Each Nanomachine Repair System is able to repair one Break Point every Full Action. Each Nanomachine Repair System is able to repair 150 Break Points before needing to be recharged. It costs 2 cR per Repair, meaning a full recharge costs 200 cR.

COMBAT MODIFICATIONS

MODIFICATIONS	INFORMATION
ECM Module	The ECM Module is an Electronic Countermeasure device used to deceive Radar, Sonar, and other detection systems. Any Vehicle attempting to Target the vehicle doubles its Targeting Characteristic for how long it takes to Lock on to this vehicle. Weapons with the Homing Special Rule and Vehicle Lock Special Rule gain no bonuses from those Special Rules To-Hit a Vehicle with an ECM Module. An ECM Module costs one Weapon Point and 150 cR to install. The ECM Module's effects only effect a 10 Meter radius, meaning some larger vehicles may need a second ECM Module, such as the Mammoth or the Condor.
Active Protection System	The Active Protection System, or APS, is an anti-targeting device that fires Decoy Flares when being targeted or when a Weapon with Vehicle Lock or Homing Special Rules are fired at the vehicle. These Flares stay active for 5 Rounds and will be targeted instead of the Vehicle. Missiles and any other weapon that has the Homing Special Rule and Vehicle Lock Special Rule will target these Flares, instead. When launched, 3 separate flares will fire 15 Meters into the air. The Active Protection System can be used 5 times before needing recharged. Each APS Flare costs 10 cR to replace. Costs 10 cR per Size Point of the vehicle to install and can only be on Vehicles of 3 Size Points or larger.
Active Defense System	The Active Defense System is an electro-kinetic detonation system used to destroy missiles and rockets before impacting the vehicle. For every overall Size Point the Vehicle has, the Active Defense System detonates missiles and rockets (X) Meters from the Vehicle, where (X) is the Vehicle's Size Points multiplied by 3. The Active Defense System may stay active for 4 Rounds, but must recharge for 4 Rounds. It costs 100 cR for each overall Size Point of the Vehicle, while taking up two Size Points to install.
Smoke Screen Emitter	Smoke Screen Emitters release magnetized smoke with an (X) Meters away from each side of the Vehicle, where (X) is the Vehicle's overall Size Points. The larger the vehicle, the larger cloud of smoke released. The Smoke lasts for 6 Rounds. While active, the Smoke Screen stops anything from locking on to Vehicles and objects within or behind the Smoke Screen. No sensors and visual devices can see through the Smoke Screen. Motion Trackers and Radar also cannot register anything within the Smoke Screen. This also means that weapons with the Vehicle Lock and Homing Special Rules no longer gain any benefits when attacking anything within the Smoke Screen. The Smoke Screen cannot move alongside the Vehicle but can be spread out from the Vehicle driving. If spread out too much, the GM may decide to halve the length the Smoke Screen lasts. The Smoke Screen costs 60 cR for each overall Size Point of the Vehicle, and one Weapon Point to install. The Smoke Screen Emitter has 4 Uses, each Use costs 20 cR to replace.
Flare Launcher	For one Weapon Point and 25 cR, the Vehicle has a Flare Launcher installed. This modification launches 40mm Parachute Flares into any chosen direction as if it were a standard turret. The Flare Launcher can fire the Flare that deals 1D10 Damage with Flame (1D5) on impact. The Flare can be fired up to 400 Meters into the air, which then slowly falls to the ground.
Weapon Installation	Installing and replacing weapons costs 20 cR for every Weapon Point the weapon takes up.

MISC. MODIFICATIONS

MODIFICATIONS	INFORMATION
Recovery Winch	The Recovery Winch is an electronic device used to pull or let out a 100 Meter Nanotube cable. The Cable and Recovery Winch are able to support 5 Metric Tons. It costs no Points to install this Modification, but costs 55 cR.
Heavy Winch	The Heavy Winch is a Recovery Winch that is able to support 15 Metric Tons. It costs two Size Points to install and costs 175 cR.
Flood Light	The Flood Light is a bright light able to illuminate a 100 Meter range. When shined into the eyes of a Character, that Character takes a -60 Penalty to Visual Perception Tests. This powerful light takes no Size Points to install, but costs 30 cR. This unit can be remote-controlled by a paired digital device to control the direction it faces.
Siren	A loud siren that causes a -40 Penalty to Hearing Perception Tests when within 50-meter range. A -20 Penalty to Hearing Perception Tests are gained when within 100 meters. The Siren costs no Size Points to install, but costs 40 cR.
Camera Module	A camera system installed into the dashboard of the vehicle and on the hull. This device allows the recording of the interior and exterior of the vehicle within a 180-degree field of view for each. It costs 40 cR for this Module and takes no Size Points to install.
Police Light	A bright police light for the tops of vehicles. The Police Light costs no Size Points to install, but costs 20 cR.
Fast Rope	A rope system that allows for Characters to propel from an aerial vehicle without the vehicle needing to land or take-off. Costs 10 cR per rope, can be installed once for every 2 Size Points a Vehicle has.
5-Point Harness	When getting in Wrecks or Head-On Collisions, the Characters won't take Damage. Instead, the Characters take 1 Fatigue for every 5 Points of Damage that would have been dealt to them after figuring Damage Resistance.

M274 Ultra-Light All-Terrain Vehicle Mongoose



PRICE: 425 cR **COMBAT EXPERIENCE: 100 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
3.2 Meters	1.8 Meters	1.5 Meters	409 KG

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
40 MPT	50 MPT	158 MPT (95 km/h)	75

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	One Passenger

HULL
Titanium, Carbon Nanotube

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
30	40	50	--	60

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
15	15	15	15	14

MISCELLANEOUS			
SIZE POINTS	1	WEAPON POINTS	2
Open-Top Special Rule and All-Terrain Special Rule. 4 Wheel Vehicle.			

ARMAMENT VARIANT: Standard	PRICE
N/A	425 cR
ARMAMENT VARIANT: M274-M Light Gungoose	**PRICE**
[P] Two Linked Belt-fed M7/Caseless Submachine Guns with 200 Round Belt	500 cR
ARMAMENT VARIANT: M274-M Heavy Gungoose	**PRICE**
[P] Belt-fed XM510 Grenade Launcher with 100 Round belt	500 cR

M290 All-Terrain Vehicle Mongoose



PRICE: 450 cR **COMBAT EXPERIENCE: 150 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
3.5 Meters	2 Meters	1.7 Meters	400 KG

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
40 MPT	50 MPT	175 MPT (95 km/h)	75

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	One Passenger

HULL
Titanium, Carbon Nanotube

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
30	45	55	--	65

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
18	18	18	18	17

MISCELLANEOUS			
SIZE POINTS	1	WEAPON POINTS	2
Open-Top Special Rule and All-Terrain Special Rule. 4 Wheel Vehicle.			

ARMAMENT VARIANT: Standard	PRICE
N/A	450 cR
ARMAMENT VARIANT: M290 Light Gungoose	**PRICE**
[P] Two Linked Belt-fed M20 Submachine Guns with 200 Round Belt	525 cR
ARMAMENT VARIANT: M290 Heavy Gungoose	**PRICE**
[P] Belt-fed XM510 Grenade Launcher with 100 Round belt	525 cR

M121 Light Strike Vehicle Jackrabbit



PRICE: 645 cR **COMBAT EXPERIENCE: 200 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
5.9 Meters	2.2 Meters	2.1 Meters	1.1 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
25 MPT	35 MPT	225 MPT (135 km/h)	60

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	--

HULL
Titanium, Carbon Nanotube

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
35	55	50	--	70

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
18	18	18	18	16

MISCELLANEOUS			
SIZE POINTS	1	WEAPON POINTS	1
Open-Top Special Rule and All-Terrain Special Rule. 3 Wheel Vehicle.			

ARMAMENT VARIANT: Standard	PRICE
[P] M460 Automatic Grenade Launcher	645 cR
ARMAMENT VARIANT: Automatic	**PRICE**
[P] M247H Heavy Machine Gun	655 cR
ARMAMENT VARIANT: Heavy	**PRICE**
[P] M68 Asynchronous Linear-Induction Motor	980 cR

Military Cabover Semi



PRICE: 810 cR **COMBAT EXPERIENCE: 300 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
7.9 Meters	2.6 Meters	4.2 Meters	10.4 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
30 MPT	30 MPT	276 MPT (165 km/h)	35

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	Three Passenger

HULL
Ceramic Titanium Armor

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
50	60	80	40	100

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
25	20	20	20	20

MISCELLANEOUS			
SIZE POINTS	3	WEAPON POINTS	--
Heavy Plating Special Rule. 6 Wheel Vehicle.			

ADDITIONAL MATERIAL

Open-Top Special Rule and All-Terrain Special Rule. 4 Wheel Vehicle. The Semi comes with a Trailer that, on its own, costs 600 cR. This Trailer can hold up to 7 Mongoose vehicles or two Warthogs, as a general scale.

The Semi also contains a Sleeper Cabin, which is a small section in the rear of the Semi that has a bed, storage, a small television, a fridge, and a small food preparation Oven and Microwave.

With two Trailers, the Semi's Accelerate becomes 20, its Maneuver becomes 10, and its Top Speed is 160 MPT (144 km/h). The Semi is able to pull four Trailers without impacting its Speed any further.

The Semi is able to pull up to 175 Metric Tons.

M12 Force Application Vehicle Warthog

PRICE: 660 cR **COMBAT EXPERIENCE: 220 Exp**

DIMENSIONS			
LENGTH	**WIDTH**	**HEIGHT**	**WEIGHT**
6 Meters	3 Meters	3.2 Meters	3 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	**BRAKE**	**TOP SPEED**	**MANEUVER**
25 MPT	30 MPT	210 MPT (125 km/h)	55

CREW AND COMPLEMENT	
CREW	**COMPLEMENT**
One Operator	One Passenger, One Gunner

HULL
Ballistic Polycarbonate

BREAK POINTS				
WEP	**MOB**	**ENG**	**OP**	**CREW**
40	55	65	35	90

ARMOR				
FRONT	**BACK**	**SIDE**	**TOP**	**BOTTOM**
25	25	25	25	25

MISCELLANEOUS			
SIZE POINTS	2	**WEAPON POINTS**	2
Open-Top Special Rule and All-Terrain Special Rule. 4 Wheel Vehicle.			

ARMAMENT VARIANT: Standard	PRICE
N/A	660 cR
M12 Light Anti-Personnel	**PRICE**
[G] M247 Heavy Machine Gun	790 cR
M12 LRV2	**PRICE**
[G] M41 Light Anti-Aircraft Machine Gun	830 cR
M12A1 Light Anti-Armor	**PRICE**
[G] 102mm SC-HE Rocket Turret	810 cR
M12R Light Anti-Aircraft	**PRICE**
[G] M79 Multiple Launch Rocket System	880 cR
M12MW Anti-Aircraft	**PRICE**
[G] M260 Multiple Launch Rocket System	1,115 cR
M12G1 Light Anti-Armor	**PRICE**
[G] M68 Asynchronous Linear-Induction Motor	1,080 cR
M12F Light Anti-Personnel	**PRICE**
[G] NA6 Defoliant Projector	770 cR
M12 M831 Troop Transport	**PRICE**
+6 to Complement with rear seating. Built-in Rollbar.	660 cR
M12 GT	**PRICE**
250 MPT (225 KM/h) Top Speed, 30 Accelerate, 15 Armor on all Locations. [G] M247 Heavy Machine Gun	855 cR
M12 864 A/T	**PRICE**
Enclosed Crew and Complement seating. Removes Open-Top Special Rule. +4 to Complement. Wheels replaced with 4 Treads, lowering Top Speed to 104 MPT (95 km/h) and lowering Accelerate to 20. Gives +50 to MOB Break Points.	670 cR
M12S CST	**PRICE**
[G] M247 Heavy Machine Gun 200 MPT (180 KM/h) Top Speed, 30 Accelerate, 20 Armor on all Locations.	900 cR
M12 W-APC	**PRICE**
Armored extension with +10 Complement seating in the rear. Length of vehicle becomes 8.6 Meters. Removes Open-Top Special Rule.	700
M12 M914 RV	**PRICE**
SELECT ONE • **Armory Carrier** • **Ambulance** • **Communications Systems** • **Mobile Recovery Vehicle**	700

ARMAMENT VARIANT: M12 M914 RV

Armory Carrier: An enclosed armory to store up to 20 Weapons and 200 Grenades and Magazines. This removes the Open-Top Special Rule.

Ambulance: An enclosed medical unit with a built-in Sterile Field Generator and 5 Medical Kits. This removes the Open-Top Special Rule.

Communications Systems: A communications variant that has a Doppler Radar, built-in Portable Computer, UGPS, Emergency Locator Beacon, the NAV Marker Transmitter, and the Covenant-UNSC Translation System.

Mobile Recovery Vehicle: A fast-response vehicle that has a built-in armory and an enclosed top. This removes the Open-Top Special Rule. The vehicle has the tools needed for any and all vehicle and equipment Repair Tests.

M12B Force Application Vehicle Warthog			
			
PRICE: 710 cR		**COMBAT EXPERIENCE: 240 Exp**	
DIMENSIONS			
LENGTH	**WIDTH**	**HEIGHT**	**WEIGHT**
6.3 Meters	3 Meters	2.3 Meters	3 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	**BRAKE**	**TOP SPEED**	**MANEUVER**
30 MPT	30 MPT	210 MPT (125 km/h)	55
CREW AND COMPLEMENT			
CREW		**COMPLEMENT**	
One Operator		One Passenger, One Gunner	
HULL			
Ballistic Polycarbonate			
BREAK POINTS			
WEP	**MOB**	**ENG**	**OP**	**CREW**
50	55	65	40	100
ARMOR			
FRONT	**BACK**	**SIDE**	**TOP**	**BOTTOM**
28	28	28	28	25
MISCELLANEOUS			
SIZE POINTS	2	**WEAPON POINTS**	2
Open-Top Special Rule and All-Terrain Special Rule. 4 Wheel Vehicle.			
ARMAMENT VARIANT: Standard			**PRICE**
N/A			710 cR
M12B Anti-Personnel			**PRICE**
[G] Coaxial M343A2 Heavy Machine Gun			860 cR
M12B LRV2			**PRICE**
[G] M46 Light Anti-Aircraft Machine Gun			885 cR
M12B-A1 Light Anti-Armor			**PRICE**
[G] 102mm SC-HE Rocket Turret			860 cR
M12B-A2 Light Anti-Aircraft			**PRICE**
[G] M80B Multiple Launch Rocket System			1,000 cR
M12B-MW Anti-Aircraft			**PRICE**
[G] Two Linked M260 Multiple Launch Rocket Systems			1,165 cR
M12B-G2 Light Anti-Armor			**PRICE**
[G] M555 Asynchronous Linear-Induction Motor			1,165 cR
M12B-F Light Anti-Personnel			**PRICE**
[G] NA6 Defoliant Projector			820 cR
M12B-SoS Sword of Sangheilios Needler			**PRICE**
[G] M343A3 Needler Heavy Machine Gun			900 cR
M12B M944 Troop Transport			**PRICE**
+6 to Complement with rear seating. Built-in Rollbar.			760 cR
M12-R StarSpeed			**PRICE**
375 MPT (225 KM/h) Top Speed, 40 Accelerate, 18 Armor on all Locations. [G] M343A2 Heavy Machine Gun			920 cR
M12B-S CST			**PRICE**
300 MPT (180 KM/h) Top Speed, 35 Accelerate, 23 Armor on all Locations. [G] M343A2 Heavy Machine Gu			910 cR

M12B 975 A/T	PRICE
Enclosed Crew and Complement seating. Removes Open-Top Special Rule. +4 to Complement. Wheels replaced with 4 Treads, lowering Top Speed to 104 MPT (95 km/h) and lowering Accelerate to 20. +50 to MOB Break Points.	765 cR
M12B W-APC	**PRICE**
Armored extension with +10 Complement seating in the rear. Length of vehicle becomes 8.8 Meters. Removes Open-Top Special Rule.	710 cR
M12B M1004 RV	**PRICE**
SELECT ONE • **Armory Carrier** • **Ambulance** • **Communications Systems** • **Mobile Recovery Vehicle**	710 cR

ARMAMENT VARIANT: M12 M1004 RV

Armory Carrier: An enclosed armory to store up to 20 Rifles and 200 Grenades and Magazines. This removes the Open-Top Special Rule.

Ambulance: An enclosed medical unit with a built-in Sterile Field Generator and 5 Medical Kits. This removes the Open-Top Special Rule.

Communications Systems: A communications variant that has a Doppler Radar, built-in Portable Computer, UGPS, Emergency Locator Beacon, the NAV Marker Transmitter, and the Covenant-UNSC Translation System.

Mobile Recovery Vehicle: A fast-response vehicle that has a built-in armory and an enclosed top. This removes the Open-Top Special Rule. The vehicle has the tools needed for any and all vehicle and equipment Repair Tests.

X-RP12 Combat Support Vehicle Gremlin



PRICE: 770 cR **COMBAT EXPERIENCE: 900 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
9.8 Meters	4.8 Meters	3.6 Meters	1.7 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
20 MPT	15 MPT	142 MPT (86 km/h)	35

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	Four Passenger, One Gunner

HULL
Titanium Polycarbonate

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
70	40	50	50	100

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
28	30	30	30	25

MISCELLANEOUS			
SIZE POINTS	2	WEAPON POINTS	8
All-Terrain Special Rule. 6 Wheel Vehicle.			

ARMAMENT VARIANT: Standard
[G] X23 Non-Nuclear Electromagnetic Pulse Cannon

M20 Cougar Lightweight AFV



PRICE: 1,300 cR **COMBAT EXPERIENCE: 1,250 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
6.9 Meters	3.2 Meters	3 Meters	16 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
30 MPT	10 MPT	171 MPT (103 km/h)	40

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	Four Passenger, Two Gunner

HULL
Ceramic Titanium Armor

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
100	80	150	50	100

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
40	40	38	35	30

MISCELLANEOUS			
SIZE POINTS	2	WEAPON POINTS	9
All-Terrain Special Rule and Heavy Plating Special Rule. 6 Wheel Vehicle.			

Anti-Personnel AFV	PRICE
[G] M247 Medium Machine Gun [G] Two Linked M638 Autocannons	1,300 cR

Heavy Anti-Armor AFV	PRICE
[G] M247 Medium Machine Gun [G] Two Linked M68 Asynchronous Linear-Induction Motor	1,800 cR

M650 Armored Personnel Carrier Mastodon



PRICE: 1,015 cR **COMBAT EXPERIENCE: 1,250 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
9.6 Meters	5.8 Meters	4.6 Meters	23 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
30 MPT	10 MPT	171 MPT (103 km/h)	35

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	20 Passenger, One Gunner

HULL
Ceramic Titanium Armor

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
100	80	150	50	100

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
40	40	45	38	30

MISCELLANEOUS			
SIZE POINTS	2	WEAPON POINTS	6
All-Terrain Special Rule and Heavy Plating Special Rule. 6 Wheel Vehicle.			

Anti-Personnel AFV	PRICE
[G] M247 General Purpose Medium Machine Gun	1,015 cR
Anti-Personnel	**PRICE**
[G] Coaxial M343A2 Heavy Machine Gun	1,065 cR
LRV2	**PRICE**
[G] M46 Light Anti-Aircraft Machine Gun	1,095 cR
A1 Light Anti-Armor	**PRICE**
[G] 102mm SC-HE Rocket Turret	1,070 cR
A2 Light Anti-Aircraft	**PRICE**
[G] M80B Multiple Launch Rocket System	1,140 cR
MW Anti-Aircraft	**PRICE**
[G] Two Linked M260 Multiple Launch Rocket Systems	1,510 cR
G2 Light Anti-Armor	**PRICE**
[G] M555 Asynchronous Linear-Induction Motor	1,375 cR
Light Anti-Personnel	**PRICE**
[G] NA6 Defoliant Projector	1,120 cR

M330 Kodiak Heavy APC



PRICE: 1,350 cR **COMBAT EXPERIENCE: 1,500 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
7.3 Meters	3.5 Meters	3.8 Meters	16 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
30 MPT	10 MPT	171 MPT (103 km/h)	40

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	Three Passenger, Two Gunner

HULL
Ceramic Titanium Armor

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
120	80	150	50	100

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
40	39	35	35	32

MISCELLANEOUS			
SIZE POINTS	2	WEAPON POINTS	9
All-Terrain Special Rule and Heavy Plating Special Rule. 6 Wheel Vehicle.			

Anti-Personnel AFV	PRICE
[G] Two Linked GAU-23/AW/Linkless Autocannons [C] Coaxial M247H Machine Gun	1,350 cR
Heavy Anti-Armor	**PRICE**
[G] M310 120mm Smooth-Bore Cannon [C] Coaxial M247H Machine Gun	1,450 cR
Anti-Aircraft EMP	**PRICE**
[G] X23 Non-Nuclear Electromagnetic Pulse Cannon [C] Coaxial M247H Machine Gun	1,250 cR

The X23 Non-Nuclear Electromagnetic Pulse Cannon is specially designed to lock on to Aircraft Vehicles. This gives the X23 NNEPC the Vehicle Lock Special Rule for Aerial vehicles, but a -20 Penalty To-Hit grounded targets.

PROTECTION MODE

The Kodiak has a collapsing mechanized main turret mode that allows the Kodiak to protect its weaponry. In this mode, any Attack that hits the WEP Break Point will be at double the Armor.

It takes one Full Action to transfer into and out of Protection Mode.

TURRET MODE

The Kodiak has stabilizing legs that can be deployed to stabilize the weapon platform. In Turret Mode, all attacks made with the Vehicle's weapons are at a +10 Bonus To Hit.

It takes one Full Action to transfer into and out of Turret Mode.

M400 Siege Vehicle Kodiak



PRICE: 2,480 cR **COMBAT EXPERIENCE: 1,500 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
8 Meters	3.9 Meters	6 Meters	19 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
35 MPT	15 MPT	171 MPT (103 km/h)	35

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	Three Passenger, Two Gunner

HULL
Ceramic Titanium Armor

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
190	90	165	65	120

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
40	35	35	40	30

MISCELLANEOUS			
SIZE POINTS	2	WEAPON POINTS	12

All-Terrain Special Rule and Heavy Plating Special Rule. 6 Wheel Vehicle.

Long-Range Artillery Assault Platform AFV

[G] M197 Artillery Cannon
[G] M343A2 Machine Gun



TURRET MODE

The Kodiak has stabilizing legs that can be deployed to stabilize the weapon platform. In Turret Mode, all attacks made with the Vehicle's weapons are at a +10 Bonus To Hit.

It takes one Full Action to transfer into and out of Turret Mode.

M22 Fox Cannon



PRICE: 2,280 cR **COMBAT EXPERIENCE: 2,000 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
9 Meters	3.9 Meters	4.8 Meters	19 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
40 MPT	10 MPT	204 MPT (123 km/h)	35

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	One Gunner

HULL
Ceramic Titanium Armor

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
250	85	155	50	85

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
40	38	38	40	30

MISCELLANEOUS			
SIZE POINTS	2	WEAPON POINTS	10

All-Terrain Special Rule and Heavy Plating Special Rule. 6 Wheel Vehicle.

Long-Range Artillery Assault Platform

[G] M197 Artillery Cannon

CALCULATION SATELLITES

If the Foxcannon is being used on a planet with UNSC Satellites, the Foxcannon's M197 Range is increased to 10km-50km.

Special Purpose-42 Cobra Main Battle Tank



PRICE: 2,530 cR **COMBAT EXPERIENCE: 2,000 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
8.8 Meters	5.2 Meters	3.5 Meters	43 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
25 MPT	20 MPT	165 MPT (99 km/h)	30

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	One Gunner

HULL
Ceramic Titanium Armor

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
120	85	200	200	200

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
50	45	45	45	45

MISCELLANEOUS			
SIZE POINTS	3	WEAPON POINTS	8
All-Terrain Special Rule and Heavy Plating Special Rule. 6 Wheel Vehicle.			

Anti-Materiel/Anti-Fortification
[G] M98 105mm Rail Gun [G] Two Linked M66 30mm Rail Guns



TURRET MODE
The Cobra has two modes; Mobile and Lockdown. While the Cobra is in Mobile mode, it uses two M66 30mm Rail Guns. The second mode, Lockdown, is when the vehicle transforms into a Turret, replacing the two M66 30mm Rail Guns with one M98 105mm Rail Gun. The Cobra cannot move while in Turret Mode, but increases Armor by +3 on all Armor Locations while in Turret Mode. The Transformation process takes 4 Full Actions.

M808 Scorpion Main Battle Tank



PRICE: 1,760 cR **COMBAT EXPERIENCE: 2,000 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
10.2 Meters	7.8 Meters	5.2 Meters	51 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
20 MPT	40 MPT	160 MPT (97 km/h)	25

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	One Gunner

HULL
Ceramic Titanium Armor

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
120	85	300	200	200

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
48	45	50	48	48

MISCELLANEOUS			
SIZE POINTS	4	WEAPON POINTS	12
All-Terrain Special Rule, Neural Interface Special Rule, and Heavy Plating Special Rule. 4 Tread Vehicle.			

M808-B1 Scorpion	PRICE
[P] M512 90mm Smoothe Bore Cannon [G] M247H Machine Gun	1,760 cR
M808-B2 Sun Devil	**PRICE**
[P] Four Linked M400 40mm Autocannons [G] M247H Machine Gun	2,735 cR
M808-B3 Tarantula	**PRICE**
[P] M512 90mm Smoothe Bore Cannon [G] Two Linked Scimitar 4x178mm Rocket Pods	2,060 cR

M820 Scorpion Main Battle Tank



PRICE: 1,980 cR **COMBAT EXPERIENCE: 2,200 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
10.2 Meters	8.5 Meters	5.7 Meters	35 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
20 MPT	40 MPT	170 MPT (102 km/h)	25

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	One Gunner

HULL
HULL MATERIAL
Ceramic Titanium Armor

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
120	85	300	200	200

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
50	45	50	50	50

MISCELLANEOUS			
SIZE POINTS	4	WEAPON POINTS	12
All-Terrain Special Rule, Neural Interface Special Rule, and Heavy Plating Special Rule. 4 Tread Vehicle.			

M820-B1 Scorpion	PRICE
[P] M990 150mm Smoothe Bore Cannon [G] M343A2 Machine Gun	1,980 cR

M820-B2 Sun Devil	PRICE
[P] Four Linked M400 40mm Autocannons [G] M343A2 Machine Gun	2,770 cR

M820-B3 Tarantula	PRICE
[P] M990 150mm Smoothe Bore Cannon [G] Two Linked Scimitar 4x178mm Rocket Pods	2,210 cR

XM820-B4 Hannibal	PRICE
[P] M8C Grendel/Heavy Galilean Induction Rifle [G] M68 Asynchronous Linear-Induction Motor	2,285 cR

M850 Grizzly Main Battle Tank



PRICE: 2,490 cR **COMBAT EXPERIENCE: 2,800 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
12.3 Meters	8.4 Meters	7.2 Meters	71 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
15 MPT	30 MPT	93 MPT (56 km/h)	20

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	Two Gunners

HULL
HULL MATERIAL
Ceramic Titanium Armor

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
140	80	300	200	200

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
52	50	55	50	50

MISCELLANEOUS			
SIZE POINTS	4	WEAPON POINTS	10
All-Terrain Special Rule, Neural Interface Special Rule, and Heavy Plating Special Rule. 4 Tread Vehicle.			

M850 Anti-Materiel/Anti-Vehicle
[P] Two Linked M310 120mm Smooth-Bore Cannons [G] Two Linked M247H Machine Guns

M9 Wolverine Main Anti-Aircraft Tank



PRICE: 1,630 cR **COMBAT EXPERIENCE: 2,000 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
7.9 Meters	4.4 Meters	3.7 Meters	43 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
30 MPT	20 MPT	165 MPT (99 km/h)	35
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
One Operator		Two Gunners	
HULL			
HULL MATERIAL			
Ceramic Titanium Armor			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
120	85	200	200	200
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
50	40	45	45	40
MISCELLANEOUS			
SIZE POINTS	2	WEAPON POINTS	7
All-Terrain Special Rule and Heavy Plating Special Rule. Two wheels, two Treads.			
Anti-Aircraft			
[P] Two Linked M260 Multiple Launch Rocket System [G] XM511 Heavy Grenade Launcher			

M-145D Rhino Mobile Artillery Assault Platform



PRICE: 2,660 cR **COMBAT EXPERIENCE: 3,800 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
15.6 Meters	9 Meters	7.3 Meters	83 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
10 MPT	20 MPT	93 MPT (56 km/h)	10
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
One Operator		One Gunner	
HULL			
HULL MATERIAL			
Ceramic Titanium Armor			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
250	150	350	275	400
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
55	55	60	55	50
MISCELLANEOUS			
SIZE POINTS	7	WEAPON POINTS	10
All-Terrain Special Rule, Neural Interface Special Rule, and Heavy Plating Special Rule. 6 Tread Vehicle.			
M850 Anti-Materiel/Anti-Vehicle			
[P] Zeus 320mm Plasma Cannon [G] Four Linked M247H Heavy Machine Guns			
Target Designation			
If painted with a Target Designator, the Rhino is able to fire up to 100km wit the Zeus 320mm Plasma cannon without Long or Extreme Range Penalties.			

Heavy Recovery Vehicle Elephant



PRICE: 2,860 cR **COMBAT EXPERIENCE: 3,000 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
25.7 Meters	13.6 Meters	9.7 Meters	205 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
5 MPT	15 MPT	116 MPT (70 km/h)	5

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	One Gunner, 25 Passengers
Can carry up to 2 Warthogs or 6 Mongoose vehicles without Passengers	

HULL
HULL MATERIAL
Ceramic Titanium Armor

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
250	250	600	275	250

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
70	65	70	60	60

MISCELLANEOUS			
SIZE POINTS	7	WEAPON POINTS	10
Open-Top Special Rule and Heavy Plating Special Rule. 8 Tread Vehicle.			

M312 Elephant	PRICE
[C] Three M41 Light Anti-Aircraft Machine Guns [C] M247H Heavy Machine Gun Heavy Load Crane System Enclosed, removes the Open-Top Special Rule.	2,860 cR

M313 Elephant	PRICE
[C] Two M46 Light Anti-Aircraft Machine Guns [C] AIE-486H Heavy Machine Gun Machine Gun Heavy Load Crane System	2,690 cR

M510 Heavy Recovery Vehicle Mammoth



PRICE: 95,000 cR **COMBAT EXPERIENCE: 6,000 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
68.3 Meters	32.8 Meters	27.1 Meters	484 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
5 MPT	15 MPT	123 MPT (74 km/h)	5

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	5 Gunners, 30 Passengers
Can carry up to 6 Warthogs or 18 Mongoose vehicles	

HULL
HULL MATERIAL
Ceramic Titanium Armor

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
250	500	600	275	250

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
80	75	85	60	60

MISCELLANEOUS			
SIZE POINTS	7	WEAPON POINTS	22
All-Terrain and Heavy Plating Special Rule. 6 Wheel Vehicle.			
The Mammoth sits two Meters from the ground, so mines and other explosive traps must reach 2 Meters in Radius, or only strike the vehicle's Wheels.			

510 Mammoth
[G] Magnetic Accelerator Cannon Mark 2547 [C] Three M79 Multiple Launch Rocket Systems

HRUNTING/YGGDRASIL Mark I Prototype



PRICE: 2,900 cR **COMBAT EXPERIENCE: 1,700 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
2.1 Meters	2.5 Meters	4.2 Meters	6.1 Metric Tons

CHARACTERISTICS			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
20 MPT	48 MPT	80 MPT (48 km/h)	50
STRENGTH	MELEE		
80	3D10 + (Strength Modifier + Metric Tons Weight)		
+8	MYTHIC CHARACTERISTIC		

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	--

HULL
HULL MATERIAL
Ceramic Titanium Armor

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
45	140	70	35	80

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
30	28	30	25	30

MISCELLANEOUS			
SIZE POINTS	3	WEAPON POINTS	7

Neural Interface Special Rule and Heavy Plating Special Rule.
2 Legs, 2 Arms.

FAILSAFE

When the Operator dies, the Mark I Prototype activates a HAVOK Tactical Nuclear Weapon. May be removed upon GM approval.

Mark 1 Prototype
[P] T261 Lucifer Autocannon
[P] LAU-1910/SGM-151
[P] Stomp and Punch Melee Attacks
[P] M149 Magellan Recoilless Rifle

HRUNTING/YGGDRASIL Mark IX Mantis



PRICE: 1,825 cR **COMBAT EXPERIENCE: 1,400 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
2.8 Meters	5.8 Meters	5.7 Meters	5.2 Metric Tons

CHARACTERISTICS			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
30 MPT	61 MPT	92 MPT (55 km/h)	35
STRENGTH	MELEE		
80	3D10 + (Strength Modifier + Metric Tons Weight)		
+15	MYTHIC CHARACTERISTIC		

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	--

HULL
HULL MATERIAL
Ceramic Titanium Armor

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
100	250	100	150	200

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
40	40	40	38	30

MISCELLANEOUS			
SIZE POINTS	3	WEAPON POINTS	8

Neural Interface Special Rule and Heavy Plating Special Rule.
2 Legs, 2 Arms. Arms can only be used for Warfare Range Actions.

Mark IX Mantis	PRICE
[P] M655 Machine Gun [P] M5920 Missile Launcher [P] Stomp Melee Attack	1,825 cR

Mark IX Hannibal Mantis	PRICE
[P] M5920 Surface-to-Surface Missile Launcher [P] M68 Asynchronous Linear-Induction Motor [P] Stomp Melee Attack This unit has +3 Armor on all locations and the M68 has a special Rate of Fire of Auto (2).	2,450 cR

THRUSTER UPGRADE	PRICE: 500 cR

Any variant of the Mantis is compatible with the Thruster Upgrade, which gives the Mantis a set of thrusting units, giving it a +40 Bonus to Maneuver. The Thrust action made when making a Maneuver is able to move the Mantis 8 Meters in any chosen direction. These Thrusters have 100 Break Points and are considered Weapons when figuring Hit Location.

HRUNTING/YGGDRASIL Mark III Cyclops			
			
PRICE: 1,230 cR		**COMBAT EXPERIENCE: 1,000 Exp**	
DIMENSIONS			
LENGTH	**WIDTH**	**HEIGHT**	**WEIGHT**
2.4 Meters	3.7 Meters	4.3 Meters	4.5 Metric Tons
CHARACTERISTICS			
ACCELERATE	**BRAKE**	**TOP SPEED**	**MANEUVER**
25 MPT	53 MPT	80 MPT (48 km/h)	40
STRENGTH	**MELEE**		
80	3D10 + (Strength Modifier + Metric Tons Weight) The Jackhammer of the Cyclops deals +2D10 Damage.		
+13	**MYTHIC CHARACTERISTIC**		
CREW AND COMPLEMENT			
CREW		**COMPLEMENT**	
One Operator		--	
HULL			
HULL MATERIAL			
Ballistic Polycarbonate			
BREAK POINTS			
WEP	**MOB**	**ENG**	**OP**	**CREW**
50	150	65	40	100
ARMOR				
FRONT	**BACK**	**SIDE**	**TOP**	**BOTTOM**
25	24	26	28	30
MISCELLANEOUS				
SIZE POINTS	2	**WEAPON POINTS**	8	
Neural Interface Special Rule. 2 Legs, 2 Arms.				
MIII Standard [A]			**PRICE: 1,230 cR**	
[P] Torque Amplified Gauntlets (+20 Strength for non-melee Actions) [P] Jackhammer (Burst 3 Melee Attack, Full Action) [P] GAU-10/A Heavy Autocannon [P] Stomp and Punch Melee Attacks				
MIII Standard [B]			**PRICE: 1,080 cR**	
[P] Torque Amplified Gauntlets (+20 Strength for non-melee Actions) [P] Jackhammer (Burst 3 Melee Attack, Full Action) [P] Stomp and Punch Melee Attacks Built-in NAV Marker Transmitter and 18 Armor on all Locations.				
MIII Cyclops [B-II]			**PRICE: 1,210 cR**	
[P] Torque Amplified Gauntlets (+20 Strength for non-melee Actions) [P] Jackhammer (Burst 3 Melee Attack, Full Action) [P] Stomp and Punch Melee Attacks This unit has an extra +100 Crew Break Points.				
MIII Hannibal [B1]			**PRICE: 1,580 cR**	
[P] Torque Amplified Gauntlets (+20 Strength for non-melee Actions) [P] Jackhammer (Burst 3 Melee Attack, Full Action) [P] Stomp and Punch Melee Attacks [P] GAU-10/A Heavy Autocannon This unit has +9 to all Armor Locations and an extra +2 Weapon Points.				
MIII Lethbridge [M1]			**PRICE: 2,010 cR**	
[P] Torque Amplified Gauntlets (+20 Strength for non-melee Actions) [P] Stomp and Punch Melee Attacks [P] This unit has +12 to all Armor Locations and has an extra +4 Weapon Points. This unit comes with no installed weapons.				
MIII Cyclops [S1]			**PRICE: 2,130 cR**	
[P] Torque Amplified Gauntlets (+20 Strength for non-melee Actions) [P] Jackhammer (Burst 3 Melee Attack, Full Action) [P] Stomp and Punch Melee Attacks [P] GAU-10/A Heavy Autocannon This unit has +12 to all Armor Locations.				
MIII Hellwalker [S-F1]			**PRICE: 2,340 cR**	
[P] Torque Amplified Gauntlets (+20 Strength for non-melee Actions) [P] Jackhammer (Burst 3 Melee Attack, Full Action) [P] Stomp and Punch Melee Attacks [P] Two M7057 Flamethrowers This unit has +13 to all Armor Locations.				
MIII Heavy Assault [HA-I]			**PRICE: 2,515 cR**	
[P] Torque Amplified Gauntlets (+20 Strength for non-melee Actions) [P] Stomp and Punch Melee Attacks [P] Two GAU-10/A Heavy Autocannons This unit has +13 to all Armor Locations.				

HRUNTING/YGGDRASIL Mark II [D] System



PRICE: 3,430 cR **COMBAT EXPERIENCE: 2,400 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
9.5 Meters	17.7 Meters	19.4 Meters	17.9 Metric Tons
CHARACTERISTICS			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
45 MPT	45 MPT	113 MPT (68 km/h)	15
STRENGTH	MELEE		
100	3D10 + (Strength Modifier + Metric Tons Weight)		
+25	MYTHIC CHARACTERISTIC		
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
One Operator		One Gunner	
HULL			
HULL MATERIAL			
Ceramic Titanium Armor			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
150	500	225	200	500
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
60	45	55	40	48
MISCELLANEOUS				
SIZE POINTS	6	WEAPON POINTS	24	

Neural Interface Special Rule and Heavy Plating Special Rule.
2 Legs, 2 Arms. The Arms of the Mark II [D] can only be used for Warfare Range Attacks.

Mark II [D]

[P] Two Linked M1075 ASW/AC 35mm Machine-Linked Autocannons
[G] Four Linked M5920 Surface-to-Surface Missile Launchers
Stomp and Punch Melee Attacks

HRUNTING/YGGDRASIL Mark II [J] Colossus System



PRICE: 4,000 cR **COMBAT EXPERIENCE: 2,400 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
9.4 Meters	17.7 Meters	17.9 Meters	16.8 Metric Tons
CHARACTERISTICS			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
45 MPT	45 MPT	98 MPT (60 km/h)	15
STRENGTH	MELEE		
100	3D10 + (Strength Modifier + Metric Tons Weight)		
+25	MYTHIC CHARACTERISTIC		
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
One Operator		One Gunner	
HULL			
HULL MATERIAL			
Ceramic Titanium Armor			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
200	425	300	200	400
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
60	45	55	40	48
MISCELLANEOUS				
SIZE POINTS	6	WEAPON POINTS	24	

Neural Interface Special Rule and Heavy Plating Special Rule.
2 Legs, 2 Arms.

The left Arm of the Colossus is a shield of 30 Armor that can protect one Break Point or Armor Location of the Walker. This Shield is 4 Size Points.

Mark II [J]

[P] M98 105mm Rail Gun
[G] M955 ASW/AC 30mm Machine-Linked Autocannon
Stomp and Punch Melee Attacks

AV-14 Attack VTOL Hornet



PRICE: 1,660 cR **COMBAT EXPERIENCE: 900 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
9.6 Meters	8.7 Meters	4.4 Meters	5.2 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
60 MPT	60 MPT	300 MPT (180 km/h)	75
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
50 MPT	1	400 Meters	2
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
One Operator		Four external Passenger	
HULL			
HULL MATERIAL			
Ballistic Polycarbonate			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
50	55	65	40	100
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
25	25	25	23	25
MISCELLANEOUS			
SIZE POINTS	3	WEAPON POINTS	12
Open-Top Special Rule for Passengers, only. Two Jets, two Propellers.			

AV-14[A] Hornet	COST
[P] Two Linked Class-2 Guided Munition Launch Systems [P] GAU-23/AWL/Linkless Feed Autocannon	1,660 cR
AV-14[B] Hornet	**COST**
[P] Two Linked Class-2 Guided Munition Launch Systems [P] Two Linked 110mm Rotary Cannons +15 to Acceleration and Brake, -4 Armor on all Locations.	1,880 cR

AV-22 VTOL Sparrowhawk



PRICE: 3,000 cR **COMBAT EXPERIENCE: 900 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
16.5 Meters	9.6 Meters	4.3 Meters	6.7 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
120 MPT	60 MPT	1,017 MPT (611 km/h)	75
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
40 MPT	2	800 Meters	2
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
One Operator		One Gunner	
HULL			
HULL MATERIAL			
Ballistic Polycarbonate			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
50	55	65	40	100
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
30	28	30	20	25
MISCELLANEOUS			
SIZE POINTS	5	WEAPON POINTS	12
Neural Interface Special Rule. Two Jets, two Propellers.			

AV-22 VTOL Sparrowhawk
[P] Two Linked GAU-23/AW/Linkless Feed Autocannons [G] M6 Grindell/Galilean Nonlinear Rifle [G] 6 Scorpion MIssiles

AV-49 VTOL Wasp



PRICE: 3,000 cR **COMBAT EXPERIENCE: 900 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
7.62 Meters	6.4 Meters	2.2 Meters	1.3 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
120 MPT	120 MPT	833 MPT (500 km/h)	80
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
70 MPT	1	500 Meters	1
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
One Operator		--	
HULL			
HULL MATERIAL			
Ballistic Polycarbonate			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
50	50	65	40	100
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
23	28	27	22	24
SHIELD RATING	RECHARGE DELAY	RECHARGE RATE		
150	2	50		
MISCELLANEOUS				
SIZE POINTS	5	WEAPON POINTS	12	
Neural Interface Special Rule. Two Jets, two Propellers.				

AV-49 Wasp	PRICE
[P] Two Linked 110mm Rotary Cannons [P] Two Linked Class-2 Guided Munitions Launch Systems	2,150 cR
AV-49 Hannibal Wasp	**PRICE**
[P] Two Linked M72 Asynchronous Linear-Induction Repeaters [P] Two Linked M454 Ion Bomb Launcher	2,710 cR

AV-30 Light Assault VTOL Kestrel



PRICE: 1,830 cR **COMBAT EXPERIENCE: 600 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
6.1 Meters	5 Meters	2.2 Meters	1.3 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
40 MPT	60 MPT	333 MPT (200 km/h)	60
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
20 MPT	1	200 Meters	2
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
One Operator		--	
HULL			
HULL MATERIAL			
Ballistic Polycarbonate			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
75	65	75	50	125
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
25	25	27	20	22
MISCELLANEOUS				
SIZE POINTS	1	WEAPON POINTS	12	
Open Top Special Rule and Neural Interface Special Rule. Two Propellers. The Kestrel can only hover up to 30 Meters into the air.				

AV-30 Kestrel
[P] Two Linked GAU-10/A Heavy Autocannons [P] Two Linked M302 Class-1 Guided Missile Launch Systems

AV-19 Strike Fighter VTOL SkyHawk



PRICE: 4,445 cR **COMBAT EXPERIENCE: 2,900 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
11.1 Meters	9 Meters	4.8 Meters	7.4 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
50 MPT	40 MPT	300 MPT (180 km/h)	60
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
35 MPT	3	1,000 Meters	4

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	Two Gunner

HULL
HULL MATERIAL
Ballistic Polycarbonate

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
60	60	50	50	100

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
30	25	25	28	25

MISCELLANEOUS			
SIZE POINTS	5	WEAPON POINTS	16
Four Jets, Two Propellers.			

AV-19 Strike Fighter SkyHawk

[G] Two Linked M1909 ASW/AC 50mm Machine-Linked Autocannons
[G] Two Linked M1909 ASW/AC 50mm Machine-Linked Autocannons
[P] Four Scorpion Anti-Tank Missiles

EV-44 Support VTOL Nightingale



PRICE: 1,335 cR **COMBAT EXPERIENCE: 600 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
10.2 Meters	8.7 Meters	4.4 Meters	9.8 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
60 MPT	60 MPT	300 MPT (180 km/h)	75
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
35 MPT	1	200 Meters	2

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	Two Passenger

HULL
HULL MATERIAL
Ballistic Polycarbonate

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
50	100	65	40	100

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
25	27	30	25	25

MISCELLANEOUS			
SIZE POINTS	3	WEAPON POINTS	3
Two Jets, two Propellers.			

NANOBOT REPAIR DRONES

The Nightingale houses three Nanobot Repair Drones. These Drones are able to Repair other vehicles' Break Points. The Nanobot Repair Drone can repair 1 Break Point per Full Action, up to 100 Break points before needing recharged.

Repair Drones are able to fly as fast as the Nightingale and will follow within 2 Meters of the Nightingale when deployed. The Repair Drone can move up to 200 Meters from the Nightingale to heal a single Target.

It costs 150 cR to replace a Nanobot Repair Drone. Recharges are free.

UH-144 Support VTOL Falcon



PRICE: 1,730 cR **COMBAT EXPERIENCE: 900 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
11.4 Meters	10 Meters	4.1 Meters	13.9 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
30 MPT	60 MPT	306 MPT (184 km/h)	75
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
20 MPT	2	200 Meters	2
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
One Operator		Two Gunner, Three Passenger	
HULL			
HULL MATERIAL			
Ballistic Polycarbonate			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
55	100	100	40	160
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
25	27	30	25	25
MISCELLANEOUS			
SIZE POINTS	5	WEAPON POINTS	10
Two Jets, two Propellers.			

UH-144A Falcon	PRICE
[P] M638 20mm Autocannon [C] Two M460 Automatic Grenade Launchers	1,730 cR
UH-144S Falcon	**PRICE**
[P] M638 20mm Autocannon [C] Two M247H heavy Machine Guns	1,620 cR

AC-220 Heavy Gunship VTOL Vulture



PRICE: 6,080 cR **COMBAT EXPERIENCE: 4,500 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
35.1 Meters	20 Meters	14.6 Meters	94.6 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
100 MPT	50 MPT	667 MPT (400 km/h)	40
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
20 MPT	5	2,000 Meters	3
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
Two Operators		5 Gunners	
HULL			
HULL MATERIAL			
Ceramic Titanium Armor			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
120	85	300	200	200
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
50	45	55	48	45
MISCELLANEOUS			
SIZE POINTS	13	WEAPON POINTS	28
Heavy Plating and Six Jets, Two Propellers.			

AC-220 Vulture
[G] Six A-74 Sylver Vertical Missile Launchers [G] Four GAU-23/AW/Linkless Feed Autocannons

Dropship 77 Troop-Carrier Pelican



PRICE: 5,330 cR **COMBAT EXPERIENCE: 1,800 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
30 Meters	23.3 Meters	10 Meters	56 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
100 MPT	200 MPT	1,433 MPT (860 km/h)	50
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
25 MPT	5	2,000 Meters	3
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
Two Operators		1 Gunner, 12 Passengers	
HULL			
HULL MATERIAL			
Ceramic Titanium Armor			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
120	85	300	200	200
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
35	35	40	40	30
MISCELLANEOUS			
SIZE POINTS	10	WEAPON POINTS	24
Ten Jet Propulsion Systems			

D77-TC Pelican Primary Armament	PRICE
[P] Two Linked nose-mounted M370 Autocannons [G] Two Linked ANVIL-II Air-to-Surface Missile Pods [C] Rear AIE-486H Heavy Machine Gun	5,330 cR
D77-TC Pelican Secondary Armament	**PRICE**
[P] Two Linked nose-mounted 40mm Chain Guns [G] Two Linked ANVIL-II Air-to-Surface Missile Pods [C] Rear M247 General Purpose Machine Gun	5,710 cR
D77-TCI Pelican	**PRICE**
[P] Nose-mounted M370 Autocannon [G] Two Linked ANVIL-II Air-to-Surface Missile Pods [C] Rear AIE-486H Heavy Machine Gun	5,190 cR
D77C-Police Department Pelican	**PRICE**
[C] Rear AIE-486H Heavy Machine Gun	4,580 cR
D77-G77S Pelican	**PRICE**
[P] Nose-mounted M370 Autocannon [G] Two Linked ANVIL-II Air-to-Surface Missile Pods [C] Four Linked M46 Vulcan Light Anti-Aircraft Guns Only 4 Passengers, adds 2 more Gunner Complement	5,770 cR
D77 Air Force Variant Pelican	**PRICE**
[P] Nose-mounted M638 Autocannon [G] Two ANVIL-II Air-to-Surface Missile Pods [C] Rear AIE-486H Heavy Machine Gun	5,220 cR

Dropship 77 Heavy Troop-Carrier Pelican



PRICE: 5,430 cR **COMBAT EXPERIENCE: 2,000 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
30.5 Meters	23.4 Meters	10.5 Meters	58.7 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
100 MPT	200 MPT	1,433 MPT (860 km/h)	40
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
25 MPT	5	2,000 Meters	4
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
Two Operators		1 Gunner, 12 Passengers	
HULL			
HULL MATERIAL			
Ceramic Titanium Armor			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
120	85	300	200	200
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
40	40	40	40	35
MISCELLANEOUS			
SIZE POINTS	10	WEAPON POINTS	24
Heavy Plating and Ten Jet Propulsion Systems			

D77H-TC Pelican Primary Armament	PRICE
[P] Two Linked nose-mounted 110mm Rotary Cannons [G] Two Linked ANVIL-II Air-to-Surface Missile Pods [C] Rear AIE-486H Heavy Machine Gun	5,430 cR
D77H-TC Pelican Secondary Armament	**PRICE**
[P] Two Linked nose-mounted M638 20mm Autocannons [G] Two Linked ANVIL-II Air-to-Surface Missile Pods [C] Rear AIE-486H Heavy Machine Gun	5,390 Cr
D77H-TC Pelican Tertiary Armament	**PRICE**
[P] Two Linked nose-mounted 40mm Chain Guns [G] Two Linked ANVIL-II Air-to-Surface Missile Pods [C] Rear AIE-486H Heavy Machine Gun	5,730 cR
D77H-TC Pelican Quaternary Armament	**PRICE**
[P] Two Linked nose-mounted M370 Autocannons [G] Two Linked ANVIL-II Air-to-Surface Missile Pods [C] Rear AIE-486H Heavy Machine Gun	5,325 cR
D77C-Police Department Pelican	**PRICE**
[C] M247 General Purpose Machine Gun	4,515 cR
D80-TC Pelican/Condor Prototype	**PRICE**
[C] Rear M247 General Purpose Machine Gun Slipspace Capable ships that can enter Slipspace and travel up to 12,000 Kilometers within 12 Full Actions. Entering Slipspace creates an explosion with a Blast of (40) that deals 4D10 +40 Damage, with 16 Pierce	5,920 cR

Dropship 79 Troop-Carrier Pelican



PRICE: 6,060 cR **COMBAT EXPERIENCE: 2,250 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
30.7 Meters	25.2 Meters	10.7 Meters	64.7 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
100 MPT	200 MPT	1,500 MPT (903 km/h)	60
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
25 MPT	5	2,600 Meters	3
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
Two Operators		1 Gunner, 15 Passengers	
HULL			
HULL MATERIAL			
Ceramic Titanium Armor			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
120	100	300	200	200
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
40	40	45	40	35
MISCELLANEOUS			
SIZE POINTS	10	WEAPON POINTS	24
Heavy Plating and Ten Jet Propulsion Systems			

D79-TC Pelican Primary Armament	PRICE
[P] Two Linked nose-mounted GAU/53 Autocannons [G] Two Linked A-74 Sylver Vertical Missile Launchers [C] Rear M343A2 Heavy Machine Gun	6,060 cR
G79H-TC Pelican	**PRICE**
Three Gunners [P] Nose-Mounted GAU/53 Autocannon [G] M369 90mm SBHVC/DM Cannon [G] M8C Grindell/Galilean Nonlinear Cannon [G] Two Linked M410 40mm Heavy Machine Guns	6,800 cR
D79C-Police Department Pelican	**PRICE**
[C] M343A2 Heavy Machine Gun	5,250 cR

Dropship 99 Stealth-Insertion Owl



PRICE: 6,600 cR **COMBAT EXPERIENCE: 2,500 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
29.5 Meters	22 Meters	9.8 Meters	60 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
100 MPT	200 MPT	1,500 MPT (903 km/h)	60
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
25 MPT	5	4,000 Meters	5
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
Two Operators		1 Gunner, 9 Passengers	
HULL			
HULL MATERIAL			
Ceramic Titanium Armor			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
120	85	300	200	200
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
30	35	30	28	25
MISCELLANEOUS			
SIZE POINTS	10	WEAPON POINTS	4
Ten Jet Propulsion Systems.			

Any vehicles Targeting the Owl takes three times as long to Lock On. Any weapons with Vehicle Lock or Homing Special Rule gain no Bonuses To-Hit when attacking the Owl.
Insertion Craft Owl
[C] M343A2 Heavy Machine Gun

Dropship 81 Long Range Transport Condor



PRICE: 8,510 cR **COMBAT EXPERIENCE: 4,500 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
42.8 Meters	25.2 Meters	13 Meters	82 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
100 MPT	200 MPT	1,500 MPT (903 km/h)	60
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
25 MPT	5	4,000 Meters	5
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
Two Operators		2 Gunner, 16 Passengers	
HULL			
HULL MATERIAL			
Ceramic Titanium Armor			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
100	130	300	190	200
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
45	40	40	40	35
MISCELLANEOUS			
SIZE POINTS	14	WEAPON POINTS	30
Heavy Plating and Ten Jet Propulsion Systems.			

Slipspace Capable ships that can enter Slipspace and travel up to 12,000 Kilometers within 12 Full Actions. Entering Slipspace creates an explosion with a Blast of (40) that deals 4D10 +40 Damage, with 16 Pierce.

D81 Transport Condor	PRICE
[P] Two Linked nose-mounted 110mm Rotary Cannons [G] Two Linked ANVIL-II Air-to-Surface Missile Pods [G] Rear AIE-486H Heavy Machine Gun	8,510 cR
D81 Weapons Package Condor	**PRICE**
[P] Two Linked nose-mounted GAU/53 Autocannons [G] Two Linked A-74 Sylver Vertical Missile Launchers [G] Two Rear Linked M343A2 Heavy Machine Guns	8,615 cR
G81 Gunship Condor	**PRICE**
[G] Magnetic Accelerator Cannon Mark 2547 [G] Four Pulse Lasers +4 Armor to all Locations. -25 to Accelerate and -50 to Brake.	100,000 cR
U81 Electronic Warfare Suite Condor	**PRICE**
[P] Two Linked nose-mounted GAU/53 Autocannons [G] M343A2 Heavy Machine Gun Any vehicles Targeting the Condor takes twice as long to Lock On. Any weapons with Vehicle Lock or Homing Special Rule gain no Bonuses To-Hit when attempting to Attack the Condor.	7,980 cR

Dropship 20 Heavy Lift Vehicle Heron



PRICE: 7,000 cR **COMBAT EXPERIENCE: 950 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
62 Meters	58 Meters	30 Meters	431 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
50 MPT	200 MPT	1,505 MPT (903 km/h)	10
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
20 MPT	6	1,000 Meters	6
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
Two Operators		100 Passengers	
HULL			
HULL MATERIAL			
Ceramic Titanium Armor			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
50	250	300	180	240
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
50	50	45	50	40
MISCELLANEOUS			
SIZE POINTS	30	WEAPON POINTS	10
Heavy Plating and Twenty Jet Propulsion Systems			

D20 HLV Heron

The Heron has the ability to carry immense amounts of weight throughout both Space and Atmosphere. The Heron can carry up to 327,500 Metric Tons. Enough to carry Rapid-Deployment Forward Operating Bases and the UNSC M510 Mammoth.

D82 Expeditionary Support/Supply Transport Darter



PRICE: 5,000 cR **COMBAT EXPERIENCE: 500 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
23.7 Meters	10.4 Meters	12 Meters	62 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
75 MPT	200 MPT	1,500 MPT (903 km/h)	25
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
75 MPT	2	4,000 Meters	5
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
Two Operators		30 Passengers	
HULL			
HULL MATERIAL			
Ceramic Titanium Armor			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
35	125	325	120	100
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
25	30	30	25	30
MISCELLANEOUS			
SIZE POINTS	18	WEAPON POINTS	2
Five Jet Propulsion Systems.			

The Darter has the ability to carry immense amounts of weight throughout both Space and Atmosphere. The Darter can carry up to 164,000 Metric Tons. Enough to carry two Grizzly Main Battle Tanks.

D96 Troop Carrier, Equipment Albatross



PRICE: 7,000 cR **COMBAT EXPERIENCE: 500 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
36.8 Meters	19.3 Meters	27.7 Meters	199 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
75 MPT	200 MPT	1,353 MPT (812 km/h)	25
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
50 MPT	5	4,000 Meters	6
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
Two Operators		30 Passengers	
HULL			
HULL MATERIAL			
Ceramic Titanium Armor			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
35	125	325	120	100
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
40	40	35	50	45
MISCELLANEOUS			
SIZE POINTS	20	WEAPON POINTS	2
Heavy Plating and Five Jet Propulsion Systems.			

The Albatross has the ability to carry immense amounts of weight throughout both Space and Atmosphere. The Albatross can carry up to 225,250 Metric Tons. Enough to carry an Elephant Heavy Recovery Vehicle.

YSS-1000 Prototype Anti-Ship Spaceplane Sabre



PRICE: 10,120 cR **COMBAT EXPERIENCE: 4,500 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
23 Meters	17.5 Meters	6.7 Meters	51 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
1,000 MPT	900 MPT	16,500 MPT (9,900 km/h)	70
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
500 MPT	7	4,000 Meters	7

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operators	One Gunner

HULL
HULL MATERIAL
Ceramic Titanium Armor

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
120	300	400	200	200

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
40	35	30	35	30

MISCELLANEOUS			
SIZE POINTS	7	WEAPON POINTS	24

Heavy Plating and Five Jet Propulsion Systems. Built-in Energy Shield Protection Unit. Neural Interface Special Rule.

SHIELD RATING	RECHARGE DELAY	RECHARGE RATE
200	4	50

YSS-1000 Prototype Sabre

[P] Two Linked M1024 ASW/AC 30mm ALA Cannons
[P] Two Linked ST/Medusa Missile Launch System

B-65 Suborbital Long-Range Bomber Shortsword



PRICE: 7,990 cR **COMBAT EXPERIENCE: 4,500 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
27.3 Meters	35.3 Meters	8.5 Meters	51 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
250 MPT	150 MPT	1,875 MPT (1,125 km/h)	45
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
100 MPT	7	8,000 Meters	8

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operators	One Gunner

HULL
HULL MATERIAL
Ceramic Titanium Armor

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
120	300	400	200	200

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
35	40	34	35	30

MISCELLANEOUS			
SIZE POINTS	10	WEAPON POINTS	28

Heavy Plating and Four Jet Propulsion Systems.

The Shortsword is armed with a M/RODAS Delivery System. This system is a Bomb Delivery System is able to drop bombs in bursts of up to 10 as a Full Action.

The Shortsword can hold 100 Units of Explosives.

B-65 SLRB Shortsword

[P] M955 ASW/AC 30mm Machine-Linked Autocannon
[P] M/RODAS Delivery System

GA-TL1 Interceptor/Strike Fighter Longsword



PRICE: 9,020 cR **COMBAT EXPERIENCE: 4,500 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
64.1 Meters	75 Meters	12.9 Meters	164 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
250 MPT	150 MPT	1,500 MPT (900 km/h)	25
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
100 MPT	14	14,000 Meters	10

CREW AND COMPLEMENT	
CREW	COMPLEMENT
Two Operators	One Gunner, Six Passengers

HULL
HULL MATERIAL
Ceramic Titanium Armor

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
100	350	320	250	200

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
40	40	35	30	45

MISCELLANEOUS			
SIZE POINTS	25	WEAPON POINTS	40

Heavy Plating and Two Jet Propulsion Systems.

The Longsword has a Nuclear Missile Launch System, which is able to store one Shiva-Class Nuclear Missile. The vehicle does not come with the Shiva Nuclear Weapon, and must be purchased from the UNSC/Insurrectionist Ordnance' under the Armory's 'Support Point and' the Support System' section of the book.

GA-TL1 C708 Longsword	PRICE
[G] Four Linked M1909 ASW/AC 50mm Machine-Linked Autocannon [P] Two Linked LAU-65D/SGM-151 Automatic Missile Launchers [P] Nuclear Missile Launch System	9,020 cR

GA-TL1 C709 Longsword	PRICE
[G] Two Linked 110mm Rotary Cannons [P] Four Linked LAU-65D/SGM-151 Automatic Missile Launchers [P] Nuclear Missile Launch System	8,360 cR

GA-TL1 C712 Longsword	PRICE
[G] Two Linked 120mm Ventral Guns [P] Four Linked LAU-65D/SGM-151 Automatic Missile Launchers [P] Nuclear Missile Launch System	8,360 cR

F-41 Exoatmospheric Multirole Strike Fighter Broadsword



PRICE: 14,500 cR **COMBAT EXPERIENCE: 4,500 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
20.2 Meters	19.7 Meters	10.9 Meters	56 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
1,000 MPT	900 MPT	16,500 MPT (9,900 km/h)	70
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
500 MPT	7	4,000 Meters	8

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operators	--

HULL
HULL MATERIAL
Ceramic Titanium Armor

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
130	310	400	225	225

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
40	45	40	38	37

MISCELLANEOUS			
SIZE POINTS	7	WEAPON POINTS	24

Heavy Plating and Four Jet Propulsion Systems. Built-in Energy Shield Protection Unit. Neural Interface Special Rule.

SHIELD RATING	RECHARGE DELAY	RECHARGE RATE
300	3	50

The Broadsword has a HAVOK Tactical Nuclear Weapon Arming Platform. This Arming Platform is able to hold and fire one single HAVOK Tactical Nuclear Weapon. The vehicle does not come with the HAVOK Tactical Nuclear Weapon, and must be purchased from the UNSC/Insurrectionist Ordnance' under the Armory's 'Support Point and' the Support System' section of the book.

F-41 Broadsword
[P] Two Linked M1075 ASW/AC 35mm Machine-Linked Autocannons [P] Two Linked M6088 ST/Medusa Missile Platforms

F-99 Unmanned Combat Aerial Vehicle Wombat



PRICE: 9,300 cR **COMBAT EXPERIENCE: 2,750 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
11.7 Meters	8.5 Meters	3.3 Meters	19 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
500 MPT	500 MPT	2,700 MPT (1,620 km/h)	85
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
200 MPT	5	4,000 Meters	3

CREW AND COMPLEMENT	
CREW	COMPLEMENT
--	--

HULL
HULL MATERIAL
Ceramic Titanium Armor

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
120	250	250	350	150

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
40	35	40	30	30

MISCELLANEOUS			
SIZE POINTS	10	WEAPON POINTS	10

Heavy Plating and Four Jet Propulsion Systems.

The F-99 Wombat is an unmanned fighter jet. It cannot be piloted from within the vehicle, but instead, is controlled from the UCAV Drone Computer System (UDCS). This is a portable UNSC computer with limited flight controls based on a touch-screen and two flight sticks, each stick with two buttons for the various weapons of the Drone. The UDCS weighs 4 KG.

The Wombat can travel up to 200 Kilometers from the UDCS. If the Wombat is being flown on a planet with UNSC Satellite systems, the Drone has no limitation on distance it can be from the UDCS.

Due to the lack of a Pilot, the Wombat has no limitations on maneuvers and mobility, allowing the Wombat to perform breakneck turns. This gives the Wombat its unnaturally high Maneuver and acceleration.

F-99 UCAV Drone Fighter	PRICE
[P] Two Linked Scorpion Anti-Tank Missiles [P] M638 Autocannon	9,300 cR

F-99 UCAV Aerial Reconnaissance	PRICE
[P] Two Scorpion Anti-Tank Missiles One High-Powered camera system. This camera system can record and pinpoint targets and locations up to 3 kilometers away, and can target up to 8,000 Meters. The camera can only gain these bonuses when the Wombat is going slower than 1,100 KM/H.	9,150 cR

AMG Transport Dynamics Hog



PRICE: 270 cR **COMBAT EXPERIENCE: 200 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
6.1 Meters	3.2 Meters	3 Meters	3 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
25 MPT	30 MPT	128 MPT (78 km/h)	55

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	One Passenger

HULL
HULL MATERIAL
Titanium, Carbon Nanotube

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
--	50	60	30	90

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
15	15	15	15	15

MISCELLANEOUS			
SIZE POINTS	2	WEAPON POINTS	0

Open-Top Special Rule and All-Terrain Special Rule. 4 Wheel Vehicle. There is a new model of this vehicle released yearly. The models shown are the editions that have differences from previous models.

AMG Hog 2549 Model	TOP SPEED	PRICE
Original model of the Civilian Hog.	128 MPT (78 km/h)	270 cR
AMG Hog 2553 Model	**TOP SPEED**	**PRICE**
Redesigned model, available in camo.	210 MPT (125 km/h)	375 cR
AMG Hog 2556 Model	**TOPS SPEED**	**PRICE**
New Chassis, improved APG Engine.	300 MPT (180 KM/h)	385 cR
AMG Hog 2558 Model	**TOPS SPEED**	**PRICE**
Improved safety. Built-in Roll-Bar.	300 MPT (180 KM/h)	440 cR
AMG Hog RT-Series Rally Mode	**TOPS SPEED**	**PRICE**
Rally variant. Built-in Roll-Bar.	375 MPT (225 KM/h)	490 cR

Sports Luxury Coupe Uberchassis



PRICE: 555 cR **COMBAT EXPERIENCE: 100 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
5 Meters	3 Meters	2.6 Meters	2 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
50 MPT	40 MPT	525 MPT (315 km/h)	65
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
One Operator		Four Passenger	
HULL			
HULL MATERIAL			
Aluminum Titanium Framing			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
--	35	60	25	45
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
12	11	11	6	10
MISCELLANEOUS			
SIZE POINTS	1	WEAPON POINTS	0

4 Wheel Vehicle.

There is a new model of this vehicle released yearly. The models shown are the editions that have differences from previous models.

SLC Uberchassis 2524 Model	TOP SPEED	PRICE
First edition of the modernized Uber.	525 MPT (315 km/h)	555 cR
SLS Uberchassis 2533 Sedan	**TOP SPEED**	**PRICE**
Four doors for easier Passenger entry	525 MPT (315 km/h)	605 cR
SLC Uberchassis 2533 PW-ND Model	**TOPS SPEED**	**PRICE**
Larger engine. 75 Accelerate.	683 MPT (410 km/h)	685 cR
SLS Uberchassis 2549 Model	**TOPS SPEED**	**PRICE**
65 Accelerate. Four door variant.	562 MPT (337 km/h)	595 cR
SLC Uberchassis 2553 PW-ND Model	**TOPS SPEED**	**PRICE**
Larger engine. 75 Accelerate.	713 MPT (427 km/h)	705 cR

Mid-Size Sedan HuCiv Genet



PRICE: 415 cR **COMBAT EXPERIENCE: 100 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
5 Meters	2.8 Meters	2.4 Meters	1.6 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
60 MPT	45 MPT	300 MPT (180 km/h)	60
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
One Operator		One Passenger	
HULL			
HULL MATERIAL			
Aluminum Titanium Framing			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
--	35	60	25	45
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
12	11	11	4	12
MISCELLANEOUS			
SIZE POINTS	1	WEAPON POINTS	0

4 Wheel Vehicle.

There is a new model of this vehicle released yearly. The models shown are the editions that have differences from previous models.

Genet Model 2527	TOP SPEED	PRICE
First edition of the HuCiv Genet.	300 MPT (180 km/h)	415 cR
Genet Model 2538 Twin-Charged	**TOP SPEED**	**PRICE**
Turbocharged, 65 Accelerate.	325 MPT (225 KM/h)	470 cR
Genet Model 2549 Rally Arts	**TOP SPEED**	**PRICE**
Rally edition, 70 Accelerate	350 MPT (315 km/h)	575 cR
Genet Model 2550	**TOP SPEED**	**PRICE**
Upgraded standard edition	525 MPT (225 KM/h)	465 cR
Genet Model 2550 Twin-Charged	**TOP SPEED**	**PRICE**
Turbocharged, 75 Accelerate.	525 MPT (315 km/h)	580 cR

Mid-Size Sedan HuCiv Police Genet



PRICE: 620 cR **COMBAT EXPERIENCE: 100 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
5.2 Meters	2.8 Meters	2.5 Meters	2 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
80 MPT	50 MPT	525 MPT (315 km/h)	60

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	One Passenger

HULL
HULL MATERIAL
Aluminum Titanium Framing

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
--	35	60	25	45

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
15	13	13	8	12

MISCELLANEOUS			
SIZE POINTS	1	WEAPON POINTS	0

4 Wheel Vehicle.

There is a new model of this vehicle released yearly. The models shown are the editions that have differences from previous models.

Genet Model 2527 Police	TOP SPEED	PRICE
First edition of the HuCiv Genet.	525 MPT (315 km/h)	620 cR
Genet Model 2550 Police	**TOP SPEED**	**PRICE**
Larger engine. 85 Accelerate.	713 MPT (427 km/h)	750 cR

HuCiv Mid-size Coupe Fossa



PRICE: 355 cR **COMBAT EXPERIENCE: 100 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
4.8 Meters	2.8 Meters	2.3 Meters	1.4 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
50 MPT	35 MPT	263 MPT (157 km/h)	45

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	One Passenger

HULL
HULL MATERIAL
Aluminum Titanium Framing

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
--	35	60	25	45

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
12	11	11	6	10

MISCELLANEOUS			
SIZE POINTS	1	WEAPON POINTS	0

4 Wheel Vehicle.

There is a new model of this vehicle released yearly. The models shown are the editions that have differences from previous models.

Fossa Model 2525	TOP SPEED	PRICE
First modern HuCiv Fossa	263 MPT (157 km/h)	355 cR
Fossa Model 2525 VT	**TOP SPEED**	**PRICE**
Turbo-charged HuCiv Fossa	300 MPT (180 km/h)	380 cR
Fossa Model 2530 LT	**TOP SPEED**	**PRICE**
Twin Turbo HuCiv Fossa	325 MPT (225 KM/h)	430 cR
Fossa Model 2550	**TOP SPEED**	**PRICE**
Improved engine HuCiv Fossa	300 MPT (180 km/h)	380 cR
Fossa Model 2550 VT	**TOP SPEED**	**PRICE**
Turbo-charged HuCiv Fossa	325 MPT (225 KM/h)	430 cR
Fossa Model 2558 LT	**TOP SPEED**	**PRICE**
Twin Turbo HuCiv Fossa	450 MPT (270 KM/h)	480 cR

Kabord Sports Luxury Coupe MLX



PRICE: 580 cR **COMBAT EXPERIENCE: 100 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
4.6 Meters	3 Meters	2.5 Meters	2 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
70 MPT	40 MPT	525 MPT (315 km/h)	70

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	One Passenger

HULL
HULL MATERIAL
Aluminum Titanium Framing

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
--	35	60	25	45

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
12	11	11	6	10

MISCELLANEOUS			
SIZE POINTS	1	WEAPON POINTS	0

4 Wheel Vehicle.

There is a new model of this vehicle released yearly. The models shown are the editions that have differences from previous models.

2524 Coupe MLX	TOP SPEED	PRICE
First edition of the Couple MLX.	525 MPT (315 km/h)	580 cR
2524 Offroad MLX	**TOP SPEED**	**PRICE**
All-Terrain Special Rule.	488 MPT (292 km/h)	610 cR
2544 MLX Hype	**TOPS SPEED**	**PRICE**
Larger engine. 85 Accelerate.	713 MPT (427 km/h)	720 cR
2545 Coupe MLX	**TOP SPEED**	**PRICE**
Modernized, 80 Accelerate.	525 MPT (315 km/h)	590 cR
2545 Offroad MLX	**TOPS SPEED**	**PRICE**
All-Terrain Special Rule, 80 Accelerate	488 MPT (292 km/h)	620 cR
2552 MLX Hype	**TOPS SPEED**	**PRICE**
Larger engine. 90 Accelerate.	750 MPT (450 km/h)	750 cR

2525 All-Terrain Transport TurboGen Spade



PRICE: 545 cR **COMBAT EXPERIENCE: 100 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
6.2 Meters	3.1 Meters	3 Meters	900 KG

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
35 MPT	40 MPT	180 MPT (108 km/h)	55

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	One Passenger

HULL
HULL MATERIAL
Titanium, Carbon Nanotube

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
--	50	60	30	90

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
13	13	13	13	13

MISCELLANEOUS			
SIZE POINTS	2	WEAPON POINTS	0

Open-Top Special Rule and All-Terrain Special Rule. 4 Wheel Vehicle.

2550 All-Terrain Transport TurboGen Spade Landfall



PRICE: 555 cR **COMBAT EXPERIENCE: 100 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
6.4 Meters	3.0 Meters	3.2 Meters	1 Metric Ton
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
35 MPT	40 MPT	188 MPT (112 km/h)	55
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
One Operator		One Passenger	
HULL			
HULL MATERIAL			
Titanium, Carbon Nanotube			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
--	50	60	30	90
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
14	14	14	14	14
MISCELLANEOUS			
SIZE POINTS	2	WEAPON POINTS	0

Open-Top Special Rule and All-Terrain Special Rule. 4 Wheel Vehicle.

TurboGen Cabover Semi-Trailer Truck



PRICE: 910 cR **COMBAT EXPERIENCE: 400 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
6.8 Meters	4 Meters	4.6 Meters	6.5 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
35 MPT	40 MPT	315 MPT (189 km/h)	35
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
One Operator		One Passenger	
HULL			
HULL MATERIAL			
Titanium, Carbon Nanotube			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
--	50	60	30	90
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
15	20	18	15	15
MISCELLANEOUS			
SIZE POINTS	3	WEAPON POINTS	0

Open-Top Special Rule and All-Terrain Special Rule. 4 Wheel Vehicle. The Semi comes with a Trailer that, on its own, costs 600 cR. This Trailer can hold up to 7 Mongoose vehicles or two Warthogs, as a general scale.

The Semi also contains a Sleeper Cabin, which is a small section in the rear of the Semi that has a bed, storage, a small television, a fridge, and a small food preparation Oven and Microwave.

With the Trailer, the Semi's Accelerate becomes 30, its Maneuver becomes 15, and its Top Speed is 160 MPT (144 km/h). The Semi is able to pull two Trailers without impacting its Speed any further.

The Semi is able to pull up to 95 Metric Tons.

JOTUN Prime Mover Semi-Trailer Truck



PRICE: 1,030 cR **COMBAT EXPERIENCE: 600 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
7.2 Meters	4 Meters	4.6 Meters	9.5 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
25 MPT	20 MPT	315 MPT (189 km/h)	25

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	One Passenger

HULL
HULL MATERIAL
Ceramic Titanium Armor

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
--	50	60	30	90

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
18	22	20	20	17

MISCELLANEOUS			
SIZE POINTS	4	WEAPON POINTS	0

Heavy Plating, Open-Top Special Rule and All-Terrain Special Rule. 4 Wheel Vehicle.

The Semi comes with a Trailer that, on its own, costs 600 cR. This Trailer can hold up to 7 Mongoose vehicles or two Warthogs, as a general scale.

The Semi also contains a Sleeper Cabin, which is a small section in the rear of the Semi that has a bed, storage, a small television, a fridge, and a small food preparation Oven and Microwave.

With two Trailers, the Semi's Accelerate becomes 20, its Maneuver becomes 10, and its Top Speed is 160 MPT (144 km/h). The Semi is able to pull four Trailers without impacting its Speed any further.

The Semi is able to pull up to 175 Metric Tons.

HuCiv 1500 Cabover Semi-Trailer Truck



PRICE: 910 cR **COMBAT EXPERIENCE: 400 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
6.8 Meters	3.8 Meters	4.5 Meters	6.3 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
40 MPT	45 MPT	315 MPT (189 km/h)	35

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	Two Passenger

HULL
HULL MATERIAL
Titanium, Carbon Nanotube

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
--	50	60	30	90

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
15	15	15	15	15

MISCELLANEOUS			
SIZE POINTS	3	WEAPON POINTS	0

Open-Top Special Rule and All-Terrain Special Rule. 4 Wheel Vehicle.

The Semi comes with a Trailer that, on its own, costs 600 cR. This Trailer can hold up to 7 Mongoose vehicles or two Warthogs, as a general scale.

The Semi also contains a folding seat that transforms into a bed. Behind the seat is a small fridge and microwave unit for storing and preparing food. The HuCiv HC1500 also has a built-in UGPS Unit.

With the Trailer, the Semi's Accelerate becomes 30, its Maneuver becomes 15, and its Top Speed is 160 MPT (144 km/h). The Semi is able to pull two Trailers without impacting its Speed any further.

The Semi is able to pull up to 95 Metric Tons.

Traxus Pioneer Cart



PRICE: 280 cR **COMBAT EXPERIENCE: 100 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
5.4 Meters	1.7 Meters	1 Meters	1 Metric Ton
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
15 MPT	20 MPT	53 MPT (32 km/h)	20
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
One Operator		One Passenger	
HULL			
HULL MATERIAL			
Steel Framing			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
--	40	60	15	30
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
10	9	8	8	6
MISCELLANEOUS			
SIZE POINTS	2	WEAPON POINTS	0
Open-Top Special Rule. 6 Wheel Vehicle.			

S-2 Traxus Cargo Transporter Forklift



PRICE: 315 cR **COMBAT EXPERIENCE: 50 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
6.1 Meters	2.1 Meters	2 Meters	1 Metric Ton
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
5 MPT	10 MPT	23 MPT (14 km/h)	10
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
One Operator		--	
HULL			
HULL MATERIAL			
Steel Frame			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
--	50	40	10	125
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
10	10	10	10	10
MISCELLANEOUS			
SIZE POINTS	2	WEAPON POINTS	0
Open-Top Special Rule. 4 Wheel Vehicle. The Forklift is able to carry 2,000 KG.			

JOTUN Olifant



PRICE: 955 cR **COMBAT EXPERIENCE: 400 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
15.4 Meters	7.6 Meters	4.7 Meters	105 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
5 MPT	15 MPT	276 MPT (165 km/h)	5

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	Two Passenger

HULL
HULL MATERIAL
Titanium, Carbon Nanotube

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
--	50	60	30	90

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
20	20	18	18	15

MISCELLANEOUS			
SIZE POINTS	3	WEAPON POINTS	0

Heavy Plating and 8 Tread Vehicle.
The Olifant is able to pull up to 125 Metric Tons.

Type-32 Rapid Attack Vehicle Ghost			
			
PRICE: 1,090 cR		**COMBAT EXPERIENCE: 225 Exp**	
DIMENSIONS			
LENGTH	**WIDTH**	**HEIGHT**	**WEIGHT**
4.2 Meters	3.9 Meters	1.8 Meters	559 KG
SPEED AND MANEUVERABILITY			
ACCELERATE	**BRAKE**	**TOP SPEED**	**MANEUVER**
30 MPT	40 MPT	198 MPT (120 km/h)	45
CREW AND COMPLEMENT			
CREW		**COMPLEMENT**	
One Operator		-	
HULL			
HULL MATERIAL			
Nanolaminate Hull Plating			
BREAK POINTS			
WEP	**MOB**	**ENG**	**OP**	**CREW**
45	65	70	50	100
ARMOR				
FRONT	**BACK**	**SIDE**	**TOP**	**BOTTOM**
27	27	26	25	20
MISCELLANEOUS				
SIZE POINTS	2	**WEAPON POINTS**	4	
Open-Top, Anti-Gravitational, and Boost (5) Special Rule.				
Type-32 RAV Ghost			**PRICE**	
[P] Two Linked Type-32 Class-2 Directed Energy Cannons			1,090 cR	
Type-32 HRAV Ghost			**PRICE**	
[P] Two Linked Fuel Rod Cannons			1,090 cR	

Type-54 Rapid Attack Vehicle Ghost			
			
PRICE: 1,160 cR		**COMBAT EXPERIENCE: 250 Exp**	
DIMENSIONS			
LENGTH	**WIDTH**	**HEIGHT**	**WEIGHT**
4.5 Meters	4.2 Meters	2 Meters	788 KG
SPEED AND MANEUVERABILITY			
ACCELERATE	**BRAKE**	**TOP SPEED**	**MANEUVER**
30 MPT	40 MPT	247 MPT (155 km/h)	45
CREW AND COMPLEMENT			
CREW		**COMPLEMENT**	
One Operator		--	
HULL			
HULL MATERIAL			
Nanolaminate Hull Plating			
BREAK POINTS			
WEP	**MOB**	**ENG**	**OP**	**CREW**
55	60	75	55	100
ARMOR				
FRONT	**BACK**	**SIDE**	**TOP**	**BOTTOM**
30	30	28	27	22
MISCELLANEOUS				
SIZE POINTS	2	**WEAPON POINTS**	4	
Open-Top, Anti-Gravitational, and Boost (6) Special Rule.				
Type-32 RAV Ghost			**PRICE**	
[P] Two Linked Type-54 Class-2 Directed Energy Cannons			1,160 cR	
Type-32 HRAV Ghost			**PRICE**	
[P] Two Linked Fuel Rod Cannons			1,160 cR	

Type-46 Infantry Support Vehicle Spectre



PRICE: 955 cR **COMBAT EXPERIENCE: 500 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
6.5 Meters	5.1 Meters	3.5 Meters	9 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
20 MPT	30 MPT	195 MPT (119 km/h)	35
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
One Operator		One Gunner	
HULL			
HULL MATERIAL			
Nanolaminate Hull Plating			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
50	65	75	55	125
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
27	27	26	25	20
MISCELLANEOUS			
SIZE POINTS	3	WEAPON POINTS	2
Open-Top, Anti-Gravitational, and Boost (4) Special Rule. The Open-Top Special Rule only applies to the Gunner of the vehicle.			
Type-46 ISV Specter			**PRICE**
[G] Type-46 Directed Energy Weapon			955 cR
Type-46 ASV Specter			**PRICE**
[G] Type-29 Anti-Infantry Weapon			900 cR

Type-29 Troop/Vehicle Transport Vehicle Shadow



PRICE: 1,350 cR **COMBAT EXPERIENCE: 500 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
13.8 Meters	7.6 Meters	6.7 Meters	69 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
20 MPT	30 MPT	173 MPT (106 km/h)	35
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
One Operator		One Gunner Eight Passengers or Ghost	
HULL			
HULL MATERIAL			
Nanolaminate Hull Plating			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
80	85	200	200	200
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
35	35	30	32	33
MISCELLANEOUS			
SIZE POINTS	5	WEAPON POINTS	2
Open-Top, Anti-Gravitational, and Boost (2) Special Rule.			
Type-29 TVTV Shadow			**PRICE**
[G] Type-29 Anti-Infantry Weapon			1,350 cR

Type-48 Light Assault Gun Carriage Revenant



PRICE: 835 cR **COMBAT EXPERIENCE: 620 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
6.5 Meters	4 Meters	1.9 Meters	2.4 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
20 MPT	30 MPT	195 MPT (119 km/h)	35
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
One Operator		One Passenger	
HULL			
HULL MATERIAL			
Nanolaminate Hull Plating			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
85	60	75	55	100
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
30	27	27	25	25
MISCELLANEOUS			
SIZE POINTS	2	WEAPON POINTS	4
Open-Top, Anti-Gravitational, and Boost (3) Special Rule.			
Type-48 LAGC Revenant			**PRICE**
[P] Class-2 Medium Plasma Mortar			835 cR

Type-70 Light Assault Gun Carriage Revenant



PRICE: 850 cR **COMBAT EXPERIENCE: 100 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
6.6 Meters	4.1 Meters	1.7 Meters	2.3 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
20 MPT	30 MPT	218 MPT (130 km/h)	35
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
One Operator		One Gunner	
HULL			
HULL MATERIAL			
Nanolaminate Hull Plating			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
100	55	75	55	90
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
32	28	27	23	26
MISCELLANEOUS			
SIZE POINTS	2	WEAPON POINTS	4
Open-Top, Anti-Gravitational, and Boost (3) Special Rule.			
Type-70 LAGC Revenant			**PRICE**
[G] Class-2 Medium Plasma Mortar			850 cR

Type-25 Rapid Assault Vehicle Chopper



PRICE: 1,060 cR **COMBAT EXPERIENCE: 250 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
6.4 Meters	2.8 Meters	2.9 Meters	1 Metric Ton
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
40 MPT	40 MPT	128 MPT (76 km/h)	40
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
One Operator		--	
HULL			
HULL MATERIAL			
Nanolaminate Hull Plating			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
45	100	70	25	60
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
35	20	25	24	24
MISCELLANEOUS			
SIZE POINTS	2	WEAPON POINTS	8
Open-Top, Anti-Gravitational, and Boost (1) Special Rule. The Chopper's Boost Special Rule only has a Full Action recharge.			

Type-25 RAVH Chopper	PRICE
[P] Four Linked 35mm Autocannons	1,060 cR
Type-25 RAVL Chopper	**PRICE**
[P] Four Linked "Type-25 Carbine" Spikers	760 cR

Type-52 Infantry Support Vehicle Prowler



PRICE: 950 cR **COMBAT EXPERIENCE: 300 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
7.1 Meters	4.2 Meters	3.3 Meters	2 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
40 MPT	40 MPT	128 MPT (76 km/h)	40
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
One Operator		One Gunner, Two Passenger	
HULL			
HULL MATERIAL			
Nanolaminate Hull Plating			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
45	155	155	25	125
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
35	18	28	25	20
MISCELLANEOUS			
SIZE POINTS	2	WEAPON POINTS	8
Open-Top, Anti-Gravitational, and Boost (1) Special Rule. The Prowler's Boost Special Rule only has a Full Action recharge.			

Type-52 ISV Prowler	PRICE
[G] Type-52 Class-1 Directed Energy Cannons	950 cR

Type-26 Assault Gun Carriage Wraith



PRICE: 1,880 cR **COMBAT EXPERIENCE: 2,000 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
8.8 Meters	9.2 Meters	3.8 Meters	47 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
30 MPT	50 MPT	135 MPT (82 km/h)	30

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	One Gunner

HULL
HULL MATERIAL
Nanolaminate Hull Plating

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
150	125	300	250	350

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
50	35	45	45	40

MISCELLANEOUS			
SIZE POINTS	4	WEAPON POINTS	8
Heavy Plating, Anti-Gravitational, and Boost (3) Special Rule.			

Type-26 AGC Wraith	PRICE
[P] Type-26 35cm Plasma Mortar [G] Type-2 Plasma Cannon	1,880 cR
Type-52 Anti-Aircraft Artillery Wraith	**PRICE**
[P] Six Linked Type-52 Rapid-Fire Plasma Flak Cannons [G] Type-2 Plasma Cannon	3,080 cR

Type-58 Assault Gun Carriage Wraith



PRICE: 1,960 cR **COMBAT EXPERIENCE: 2,200 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
8.8 Meters	9.2 Meters	3.8 Meters	47 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
35 MPT	50 MPT	135 MPT (82 km/h)	35

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	One Gunner

HULL
HULL MATERIAL
Nanolaminate Hull Plating

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
160	140	310	255	360

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
50	40	45	45	45

MISCELLANEOUS			
SIZE POINTS	4	WEAPON POINTS	8
Heavy Plating, Anti-Gravitational, and Boost (3) Special Rule.			

Type-26 AGC Wraith	PRICE
[P] Type-58 35cm Plasma Mortar [G] Type-2 Plasma Cannon	1,960 cR
Type-52 Anti-Aircraft Artillery Wraith	**PRICE**
[P] Six Linked Type-58 Rapid-Fire Plasma Flak Cannons [G] Type-2 Plasma Cannon	3,230 cR

Type-47 Light Assault Walker Gorgon



PRICE: 1,090 cR **COMBAT EXPERIENCE: 1,000 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
2 Meters	2.2 Meters	4.4 Meters	4.5 Metric Tons

CHARACTERISTICS			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
25 MPT	50 MPT	75 MPT (46 km/h)	25
STRENGTH	MELEE		
80	3D10 + (Strength Modifier + Metric Tons Weight)		
+13	MYTHIC CHARACTERISTIC		

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	--

HULL
HULL MATERIAL
Nanolaminate Hull Plating

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
50	150	65	40	100

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
30	28	25	25	25

MISCELLANEOUS			
SIZE POINTS	2	WEAPON POINTS	4
Heavy Plating Special Rule. 2 Legs.			

Type-47 LAW Gorgon	PRICE
[P] 2 Heavy Needler Launcher [P] Stomp Melee Attacks	1,090 cR

Type-58 Medium Assault Walker Goblin



PRICE: 1,210 cR **COMBAT EXPERIENCE: 1,700 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
2.2 Meters	2.4 Meters	3.4 Meters	4.5 Metric Tons

CHARACTERISTICS			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
25 MPT	50 MPT	75 MPT (46 km/h)	25
STRENGTH	MELEE		
70	2D10 + (Strength Modifier + Metric Tons Weight)		
+17	MYTHIC CHARACTERISTIC		

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	--

HULL
HULL MATERIAL
Nanolaminate Hull Plating

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
100	125	80	55	125

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
35	30	25	25	30

MISCELLANEOUS			
SIZE POINTS	3	WEAPON POINTS	4
Heavy Plating Special Rule. 2 Legs, 2 Arms. The Goblin has a Cockpit Shield that protects the Pilot and the Crew Break Points from harm.			

COCKPIT SHIELD		
SHIELD RATING	RECHARGE DELAY	RECHARGE RATE
500	10	50

Type-58 MAW Goblin	PRICE
[P] Heavy Needler Launcher [P] Heavy Needler Autocannon [P] Stomp and Punch Melee Attacks	1,210 cR

Type-30 Light Excavation/Anti-Fortification Platform Locust



PRICE: 1,425 cR **COMBAT EXPERIENCE: 1,200 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
5.8 Meters	12 Meters	4.1 Meters	6 Metric Tons

CHARACTERISTICS			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
65 MPT	65 MPT	98 MPT (58 km/h)	20
STRENGTH	MELEE		
80	3D10 + (Strength Modifier + Metric Tons Weight)		
+10	MYTHIC CHARACTERISTIC		

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	--

HULL
HULL MATERIAL
Nanolaminate Hull Plating

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
300	125	55	100	125

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
40	35	30	30	30

MISCELLANEOUS			
SIZE POINTS	2	WEAPON POINTS	4
Heavy Plating Special Rule. 4 Legs.			

Type-30 LEAFP Locust	PRICE
[P] Type-30 Focus Cannon [P] Stomp Melee Attacks	1,425 cR

Type-47A Ultra-Heavy Assault Platform Protos Scarab



PRICE: 6,000 cR **COMBAT EXPERIENCE: 3,400 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
48.6 Meters	48.3 Meters	49.6 Meters	171 Metric Tons

CHARACTERISTICS			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
45 MPT	45 MPT	128 MPT (76 km/h)	10
STRENGTH	MELEE		
100	3D10 + (Strength Modifier + Metric Tons Weight)		

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	50 Passengers

HULL
HULL MATERIAL
Nanolaminate Hull Plating

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
400	600	250	200	225

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
70	65	60	60	75

MISCELLANEOUS			
SIZE POINTS	36	WEAPON POINTS	10
Heavy Plating Special Rule. 4 Legs.			

LEG JOINTS

Scarabs have four legs, each with a Sub-Location behind each knee. These Sub-Locations have 50 Break Points, each. These Sub-Locations also heal 5 Break Points per Round.

When these Break Points are depleted, the leg buckles and the Scarab falls, no longer being able to move for 5 Rounds. Once these 5 Rounds are over, the Sub-Location's Break Points return to 50 and the Scarab is able to move again.

The Armor of this Sub-Location is 20.

POWER CORE

Scarabs have an exposed Power Core concealed within the back of the Control Hub. This location is accessible from the ramp at the exterior of the vehicle. The Power Core is the Engine of the Scarab, meaning it has 250 Break Points. Once Destroy, the Scarab will detonate with a 40 Meter Blast Radius and a 20 Meter Kill Radius. It takes 12 Rounds for the Scarab to explode.

The Scarab exploding deals 10D10 +20 Damage, with 40 Pierce.

Type-47A UHAP Protos Scarab	PRICE
[P] Type-47 Heavy Focus Cannon [C] Two Heavy Plasma Repeaters [P] Stomp Melee Attack	6,000

Type-47B Ultra-Heavy Assault Platform Deutoros Scarab



PRICE: 5,700 cR **COMBAT EXPERIENCE: 3,400 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
48.6 Meters	48.3 Meters	38.7 Meters	157 Metric Tons

CHARACTERISTICS			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
85 MPT	45 MPT	128 MPT (76 km/h)	20
STRENGTH	MELEE		
100	3D10 + (Strength Modifier + Metric Tons Weight)		

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	One Gunner, 50 Passengers

HULL
HULL MATERIAL
Nanolaminate Hull Plating

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
400	600	250	200	225

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
70	65	75	75	60

MISCELLANEOUS			
SIZE POINTS	34	WEAPON POINTS	10
Heavy Plating Special Rule. 4 Legs.			

LEG JOINTS

Scarabs have four legs, each with a Sub-Location behind each knee. These Sub-Locations have 50 Break Points, each. These Sub-Locations also heal 5 Break Points per Round.

When these Break Points are depleted, the leg buckles and the Scarab falls, no longer being able to move for 5 Rounds. Once these 5 Rounds are over, the Sub-Location's Break Points return to 50 and the Scarab is able to move again.

The Armor of this Sub-Location is 25.

POWER CORE

Scarabs have an exposed Power Core concealed within the back of the Control Hub. This location is accessible from the ramp at the exterior of the vehicle. The Power Core is the Engine of the Scarab, meaning it has 250 Break Points. Once Destroy, the Scarab will detonate with a 40 Meter Blast Radius and a 20 Meter Kill Radius. It takes 12 Rounds for the Scarab to explode.

The Scarab exploding deals 10D10 +20 Damage, with 40 Pierce.

Type-47B UHAP Deutoros Scarab	PRICE
[P] Type-47 Heavy Focus Cannon [G] Type-47 Heavy Plasma Cannon [C] Two Type-42 Directed Energy Support Weapons [P] Stomp Melee Attack	5,700 cR

Type-26 Ground Support Aircraft Banshee



PRICE: 2,435 cR **COMBAT EXPERIENCE: 900 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
5.5 Meters	7.5 Meters	3.6 Meters	2.2 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
120 MPT	120 MPT	398 MPT (240 km/h)	75
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
20 MPT	1	800 Meters	2

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	--

HULL
HULL MATERIAL
Nanolaminate Hull Plating

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
45	75	70	50	90

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
25	15	30	20	25

MISCELLANEOUS			
SIZE POINTS	3	WEAPON POINTS	8
Boost (12) Special Rule. Two Jet propulsion system. The Banshee's Boost Special Rule has halves the amount of Half Actions it needs to cool down before Boosting again.			

Type-26 GSA Banshee	PRICE
[P] Two Linked Type-32 Class-2 Directed Energy Cannons [P] Two Linked Fuel Rod Cannons	2,435 cR

Type-23 Stealth Support Aircraft QezoY'asabu Banshee



PRICE: 2,700 cR **COMBAT EXPERIENCE: 900 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
5.5 Meters	7.5 Meters	3.6 Meters	2.2 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
120 MPT	120 MPT	398 MPT (240 km/h)	70
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
20 MPT	1	800 Meters	2

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	--

HULL
HULL MATERIAL
Nanolaminate Hull Plating

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
45	75	70	75	100

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
22	15	18	20	20

MISCELLANEOUS			
SIZE POINTS	3	WEAPON POINTS	8

Boost (8) Special Rule. Two Jet propulsion system.
The Banshee's Boost Special Rule has halves the amount of Half Actions it needs to cool down before Boosting again.

The QezoY'asabu Banshee has specialized cloaking systems and Tracking Buffers. This means that the Banshee cannot become visible on Radar while Cloaked.

The QezoY'asabu Banshee is able to Cloak for 5 Rounds with a 10 Round Recharge Rate. While the Cloak is active, it gives the Banshee a +50 Bonus to Camouflage. The Cloaking System does not mask weapon fire.

Type-23 SSA QezoY'asabu Banshee	PRICE
[P] Two Linked Type-32 Class-2 Directed Energy Cannons [P] Two Linked Fuel Rod Cannons	2,700 cR

Type-27 Multi-Role Fighter Banshee



PRICE: 5,930 cR **COMBAT EXPERIENCE: 1,000 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
10.9 Meters	8.6 Meters	4.1 Meters	4.1 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
400 MPT	400 MPT	2,700 MPT (1,620 km/h)	70
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
150 MPT	2	1,200 Meters	2

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	--

HULL
HULL MATERIAL
Nanolaminate Hull Plating

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
100	225	200	350	150

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
30	20	25	28	26

MISCELLANEOUS			
SIZE POINTS	4	WEAPON POINTS	8

Boost (12) Special Rule. Two Jet propulsion system.
The Banshee's Boost Special Rule has halves the amount of Half Actions it needs to cool down before Boosting again.

Type-27 MRF Banshee	PRICE
[P] Two Linked Class-2 Directed Energy Cannons [P] Two Linked Fuel Rod Cannons	5,930 cR

Type-28 Heavy Support Aircraft Banshee



PRICE: 2,630 cR **COMBAT EXPERIENCE: 930 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
5.6 Meters	7.6 Meters	3.6 Meters	2.6 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
120 MPT	120 MPT	353 MPT (211 km/h)	55
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
20 MPT	1	800 Meters	2
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
One Operator		--	
HULL			
HULL MATERIAL			
Nanolaminate Hull Plating			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
50	85	100	65	150
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
30	20	25	35	25
MISCELLANEOUS			
SIZE POINTS	3	WEAPON POINTS	8

Boost (10) Special Rule. Two Jet propulsion system. Heavy Plating Special Rule.
The Banshee's Boost Special Rule has halves the amount of Half Actions it needs to cool down before Boosting again.

Type-28 HSA Banshee	PRICE
[P] Two Linked Class-2 Directed Energy Cannons [P] Two Linked Fuel Rod Cannons	2,630 cR

Type-54 Ground Support Aircraft Banshee



PRICE: 2,900 cR **COMBAT EXPERIENCE: 960 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
6 Meters	8.1 Meters	3.9 Meters	2.5 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
200 MPT	200 MPT	398 MPT (240 km/h)	60
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
25 MPT	2	1,000 Meters	2
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
One Operator		--	
HULL			
HULL MATERIAL			
Nanolaminate Hull Plating			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
50	85	100	65	135
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
27	18	30	25	25
SHIELDS			
SHIELD RATING		RECHARGE DELAY	RECHARGE RATE
300		3	50
MISCELLANEOUS			
SIZE POINTS	4	WEAPON POINTS	8

Boost (12) Special Rule. Two Jet propulsion system.
The Banshee's Boost Special Rule has halves the amount of Half Actions it needs to cool down before Boosting again.

Type-54 GSA Banshee	PRICE
[P] Two Linked Type-54 Class-2 Directed Energy Cannons [P] Two Linked Fuel Rod Cannons	2,900 cR

Type-30 Aircraft Artillery Platform Phantasm



PRICE: 3,655 cR **COMBAT EXPERIENCE: 1,100 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
9.3 Meters	7.6 Meters	6.4 Meters	15 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
100 MPT	100 MPT	300 MPT (190 km/h)	35
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
150 MPT	2	1,200 Meters	2

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	One Gunner

HULL
HULL MATERIAL
Nanolaminate Hull Plating

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
125	100	255	260	325

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
40	30	35	35	33

SIZE POINTS	4	WEAPON POINTS	8

Heavy Plating Special Rule. Six Jet propulsion system.

Type-30 Phantasm	PRICE
[P] Two Linked Type-32 Class-2 Directed Energy Cannons [G] Type-26 35cm Plasma Mortar	3,655 cR

Type-29 Close-Support Fighter Vampire



PRICE: 4,390 cR **COMBAT EXPERIENCE: 900 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
15.1 Meters	14.1 Meters	4.3 Meters	22 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
150 MPT	150 MPT	750 MPT (450 km/h)	55
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
200 MPT	3	1,800 Meters	4

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	Two Gunners

HULL
HULL MATERIAL
Nanolaminate Hull Plating

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
110	120	250	250	125

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
30	25	30	28	25

MISCELLANEOUS			
SIZE POINTS	5	WEAPON POINTS	11

Boost (2) Special Rule. Three Jet propulsion system.

Type-29 CSF Vampire	PRICE
[P] Heavy Needle Cannon [G] Two Linked Type-32 Class-2 Directed Energy Cannons [G] Stasis Cannon	4,390 cR

Type-44 Troop Carrier Phantom



PRICE: 4,695 cR **COMBAT EXPERIENCE: 1,200 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
33.2 Meters	20.1 Meters	12.1 Meters	57 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
100 MPT	200 MPT	1,433 MPT (860 km/h)	50
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
25 MPT	3	2,000 Meters	3
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
One Operator		One Gunner, 18 Passenger	
HULL			
HULL MATERIAL			
Nanolaminate Hull Plating			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
110	85	280	190	180
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
35	35	40	40	30
MISCELLANEOUS			
SIZE POINTS	10	WEAPON POINTS	8
Heavy Plating and Boost (2) Special Rule. Five Jet propulsion system.			

Type-44 TC Phantom	PRICE
[G] Type-44 Heavy Plasma Cannon [C] Two Type-44 Plasma Cannons	4,695 cR
Type-44 TC Assault Phantom	**PRICE**
[G] Three LInked Type-44 Heavy Plasma Cannons	4,785 cR

Type-52 Troop Carrier Phantom



PRICE: 5,000 cR **COMBAT EXPERIENCE: 1.300 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
32.5 Meters	20.5 Meters	12.9 Meters	58 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
100 MPT	200 MPT	1,433 MPT (860 km/h)	50
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
25 MPT	3	2,250 Meters	3
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
One Operator		One Gunner, 20 Passenger	
HULL			
HULL MATERIAL			
Nanolaminate Hull Plating			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
110	90	280	200	200
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
40	40	40	40	35
MISCELLANEOUS			
SIZE POINTS	10	WEAPON POINTS	8
Heavy Plating and Boost (2) Special Rule. Five Jet propulsion system.			

Type-52 TC Phantom	PRICE
[G] Type-52 Heavy Plasma Cannon [C] Two Type-52 Plasma Cannons	5,000 cR
Type-52 TC Assault Phantom	**PRICE**
[G] Three Type-52 Heavy Plasma Cannons	5,020 cR
Type-52 Swords of Sangheilios Phantom	**PRICE**
[G] Type-52 Heavy Plasma Cannon [C] Two Type-52 Plasma Cannons Active Camo Cloaking System	5,220 cR

Type-52 Gunboat Attack Carrier Phantom



PRICE: 6,920 cR **COMBAT EXPERIENCE: 2,100 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
50.1 Meters	33.4 Meters	20.3 Meters	94 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
100 MPT	200 MPT	1,433 MPT (860 km/h)	30
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
25 MPT	5	3,000 Meters	3
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
One Operator		Three Gunner, 35 Passenger	
HULL			
HULL MATERIAL			
Nanolaminate Hull Plating			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
110	90	280	200	200
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
45	40	43	44	35
SHIELDS			
SHIELD RATING	RECHARGE DELAY	RECHARGE RATE	
500	5	100	
MISCELLANEOUS			
SIZE POINTS	15	WEAPON POINTS	14
Heavy Plating and Boost (2) Special Rule. Eight Jet propulsion system.			

Type-52 GAC Phantom	PRICE
[G] Five Type-52 Heavy Plasma Cannon [G] Two Type-52 Plasma Cannons	6,920 cR

Type-57 Dropship Troop Carrier Phantom



PRICE: 5,440 cR **COMBAT EXPERIENCE: 1,400 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
31.5 Meters	20 Meters	11 Meters	44 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
150 MPT	250 MPT	1,433 MPT (860 km/h)	50
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
30 MPT	3	2,500 Meters	3
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
One Operator		One Gunner, 20 Passenger	
HULL			
HULL MATERIAL			
Nanolaminate Hull Plating			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
115	95	300	200	200
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
38	37	42	42	35
MISCELLANEOUS			
SIZE POINTS	10	WEAPON POINTS	8
Heavy Plating and Boost (2) Special Rule. Five Jet propulsion system.			

Type-57 DTC Phantom	PRICE
[G] Type-57 Heavy Plasma Cannon [C] Two Type-57 Plasma Cannons	5,440 cR
Type-57 DTC Assault Phantom	**PRICE**
[G] Three Linked Type-57 Heavy Plasma Cannons	5,530 cR
Type-57 DTC Swords of Sangheilios Phantom	**PRICE**
[G] Type-57 Heavy Plasma Cannon [C] Two Type-57 Plasma Cannons Active Camo Cloaking System	6,000 cR

Type-25 DX-Class Dropship Spirit



PRICE: 3,900 cR **COMBAT EXPERIENCE: 1,100 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
33 Meters	18.1 Meters	11.6 Meters	67 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
100 MPT	100 MPT	1,830 MPT (1,099 km/h)	35
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
50 MPT	5	1,000 Meters	4
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
One Operator		One Gunner, 30 Passenger	
HULL			
HULL MATERIAL			
Nanolaminate Hull Plating			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
100	300	300	150	150
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
35	30	45	35	35
MISCELLANEOUS			
SIZE POINTS	9	WEAPON POINTS	5
Heavy Plating and Boost (5) Special Rule. Four Jet propulsion system.			

Type-25 DXD Spirit	PRICE
[G] Type-25 Heavy Plasma Cannon	3,900 cR

Type-57 DX-Class Dropship Spirit



PRICE: 4,000 cR **COMBAT EXPERIENCE: 1,250 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
33 Meters	18.1 Meters	11.6 Meters	67 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
100 MPT	100 MPT	1,830 MPT (1,099 km/h)	35
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
50 MPT	4	1,000 Meters	3
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
One Operator		One Gunner, 30 Passenger	
HULL			
HULL MATERIAL			
Nanolaminate Hull Plating			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
100	325	350	150	150
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
40	32	45	37	37
MISCELLANEOUS			
SIZE POINTS	9	WEAPON POINTS	5
Heavy Plating and Boost (5) Special Rule. Four Jet propulsion system.			

Type-57 DXD Spirit	PRICE
[G] Type-57 Heavy Plasma Cannon	4,000 cR

Type-56 Support/Ultra Heavy Deployment Platform Lich



PRICE: 12,750 cR **COMBAT EXPERIENCE: 3,000 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
102.8 Meters	50.9 Meters	34.7 Meters	174 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
250 MPT	200 MPT	1,433 MPT (860 km/h)	30
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
25 MPT	8	12,000 Meters	6

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	Three Gunner, 15 Passenger

HULL

HULL MATERIAL
Nanolaminate Hull Plating

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
110	250	280	200	200

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
60	60	60	70	55

POWER CORE

Liches have an exposed Power Core concealed within the back of the Control Hub. This location is accessible from the ramp at the exterior of the vehicle. The Power Core is the Engine of the Lich, meaning it has 250 Break Points. Once Destroy, the Lich will detonate with a 40 Meter Blast Radius and a 20 Meter Kill Radius. It takes 12 Rounds for the Lich to explode.

The Lich exploding deals 10D10 +20 Damage, with 40 Pierce.

MISCELLANEOUS			
SIZE POINTS	31	WEAPON POINTS	12

Heavy Plating and Boost (2) Special Rule. Eight Jet propulsion system.

Type-56 SUHDP Lich	PRICE
[G] Four Type-52 Plasma Cannons [G] Type-47 Heavy Focus Cannon	12,750 cR

Type-31 Exoatmospheric Multirole Fighter Seraph



PRICE: 10,450 cR **COMBAT EXPERIENCE: 2,600 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
31 Meters	15.1 Meters	5.6 Meters	71 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
1,000 MPT	900 MPT	16,500 MPT (9,900 km/h)	65
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
450 MPT	7	4,500 Meters	6

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	Two Gunner

HULL

HULL MATERIAL
Nanolaminate Hull Plating

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
100	310	425	225	200

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
45	30	30	35	35

SHIELDS		
SHIELD RATING	RECHARGE DELAY	RECHARGE RATE
250	5	50

MISCELLANEOUS			
SIZE POINTS	14	WEAPON POINTS	12

Heavy Plating and Boost (2) Special Rule. Eight Jet propulsion system.

Type-31 EMF Seraph	PRICE
[P] Type-31 Heavy Plasma Cannon [G] Type-31 Pulse Laser [G] Two Linked Plasma Charges [G] Two Linked Plasma Charges	10,450 cR

Type-17 Exoatmospheric Heavy Fighter Tarasque



PRICE: 10,450 cR **COMBAT EXPERIENCE: 2,600 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
33 Meters	13.1 Meters	5.9 Meters	90 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
500 MPT	500 MPT	15,000 MPT (9,000 km/h)	50
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
300 MPT	10	4,500 Meters	6

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	Two Gunner

HULL
HULL MATERIAL
Nanolaminate Hull Plating

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
100	310	425	225	200

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
50	35	40	35	30

SHIELDS		
SHIELD RATING	RECHARGE DELAY	RECHARGE RATE
250	5	50

MISCELLANEOUS			
SIZE POINTS	16	WEAPON POINTS	14

Heavy Plating and Boost (2) Special Rule. Four Jet propulsion system. The Tarasque can only fire downward, and cannot protect itself during air combat.

Type-17 Heavy Fighter Tarasque	PRICE
[G] Two Linked Plasma Charges [G] Two Linked Plasma Charges [G] Two Linked Plasma Charges	10,450 cR

Type-32 Rapid Attack Vehicle Banished Ghost



PRICE: 1,085 cR **COMBAT EXPERIENCE: 225 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
4.3 Meters	4 Meters	1.9 Meters	710 KG

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
30 MPT	35 MPT	198 MPT (120 km/h)	40

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	--

HULL
HULL MATERIAL
Nanolaminate Hull Plating

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
40	60	70	40	110

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
32	27	30	27	25

MISCELLANEOUS			
SIZE POINTS	2	WEAPON POINTS	4

Open-Top, Anti-Gravitational, and Boost (5) Special Rule.

Type-32 RAV Ghost	PRICE
[P] Two Linked Class-2 Directed Energy Cannons	1,085 cR
Type-32 HRAV Ghost	**PRICE**
[P] Class-2 Fuel Rod Cannon	1,085 cR

Type-25 Rapid Assault Vehicle Banished Chopper



PRICE: 1,170 cR **COMBAT EXPERIENCE: 250 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
6.5 Meters	2.9 Meters	3 Meters	1.4 Metric Ton
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
30 MPT	30 MPT	128 MPT (76 km/h)	35
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
One Operator		--	
HULL			
HULL MATERIAL			
Nanolaminate Hull Plating			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
50	85	90	35	100
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
37	23	27	25	25
MISCELLANEOUS			
SIZE POINTS	2	WEAPON POINTS	8
Open-Top, Anti-Gravitational, and Boost (1) Special Rule. The Chopper's Boost Special Rule only has a Full Action recharge.			

Type-25 RAVH Chopper	PRICE
[P] Four Linked 35mm Autocannons	1,170 cR

Type-25 RAVL Chopper	PRICE
[P] Four Linked "Type-25 Carbine" Spikers	870 cR

Type-59 Infantry Support Vehicle Marauder



PRICE: 1,000 cR **COMBAT EXPERIENCE: 300 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
7.1 Meters	4.2 Meters	3.3 Meters	2.1 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
40 MPT	35 MPT	128 MPT (76 km/h)	35
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
One Operator		One Gunner	
HULL			
HULL MATERIAL			
Nanolaminate Hull Plating			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
55	175	160	20	140
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
37	20	30	25	20
MISCELLANEOUS			
SIZE POINTS	3	WEAPON POINTS	8
Open-Top, Anti-Gravitational, and Boost (1) Special Rule. The Marauder's Boost Special Rule only has a Full Action recharge.			

Type-59 ISV Marauder	PRICE
[G] Class-1 Plasma Cannon	1,000 cR

Type-26 Assault Gun Carriage Banished Wraith



PRICE: 1,880 cR **COMBAT EXPERIENCE: 2,000 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
8.9 Meters	9.3 Meters	3.9 Meters	51 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
30 MPT	40 MPT	135 MPT (82 km/h)	25
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
One Operator		One Gunner	
HULL			
HULL MATERIAL			
Nanolaminate Hull Plating			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
150	125	300	250	350
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
55	35	50	45	40
MISCELLANEOUS			
SIZE POINTS	4	WEAPON POINTS	8
Heavy Plating, Anti-Gravitational, and Boost (3) Special Rule.			

Type-26 AGC Wraith	PRICE
[P] Type-26 35cm Plasma Mortar [G] Type-2 Plasma Cannon	1,880 cR
Type-52 Anti-Aircraft Artillery Wraith	**PRICE**
[P] Six Linked Type-52 Rapid-Fire Plasma Flak Cannons [G] Type-2 Plasma Cannon	3,090 cR

Type-26 Assault APC Carriage Invader



PRICE: 1,900 cR **COMBAT EXPERIENCE: 2,000 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
10.7 Meters	9.3 Meters	3.7 Meters	77 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
30 MPT	40 MPT	135 MPT (82 km/h)	20
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
One Operator		One Gunner, 20 Passenger	
HULL			
HULL MATERIAL			
Nanolaminate Hull Plating			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
150	125	300	250	400
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
55	30	50	45	40
MISCELLANEOUS			
SIZE POINTS	4	WEAPON POINTS	8
Heavy Plating , Anti-Gravitational, and Boost (2) Special Rule. Six Locations in which Crew can sit and fire out of ports on the Vehicle.			

Type-26 AGC Wraith
[G] Type-2 Plasma Cannon

Type-30 Light Excavation/Anti-Fortification Platform Banished Locust



PRICE: 1,340 cR **COMBAT EXPERIENCE: 1,200 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
5.9 Meters	12.1 Meters	4.2 Meters	8 Metric Tons

CHARACTERISTICS			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
30 MPT	60 MPT	90 MPT (54 km/h)	15
STRENGTH	MELEE		
80	3D10 + (Strength Modifier + Metric Tons Weight)		
+10	MYTHIC CHARACTERISTIC		

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	--

HULL
HULL MATERIAL
Nanolaminate Hull Plating

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
200	200	100	100	130

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
45	35	35	30	30

MISCELLANEOUS			
SIZE POINTS	2	WEAPON POINTS	4
Heavy Plating Special Rule. 4 Legs.			

Type-30 LEAFPB Locust	PRICE
[P] Type-30 Focus Cannon [P] Stomp Melee Attacks	1,340 cR

Type-47B Ultra-Heavy Assault Platform Deutoros Scarab



PRICE:6,300 cR **COMBAT EXPERIENCE: 3,450 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
48.7 Meters	48.4 Meters	40 Meters	188 Metric Tons

CHARACTERISTICS			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
70 MPT	30 MPT	105 MPT (63 km/h)	10
STRENGTH	MELEE		
100	3D10 + (Strength Modifier + Metric Tons Weight)		

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	One Gunner, 50 Passengers

HULL
HULL MATERIAL
Nanolaminate Hull Plating

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
400	600	250	200	225

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
75	65	80	80	65

MISCELLANEOUS			
SIZE POINTS	34	WEAPON POINTS	10
Heavy Plating Special Rule. 4 Legs.			

LEG JOINTS

Scarabs have four legs, each with a Sub-Location behind each knee. These Sub-Locations have 50 Break Points, each. These Sub-Locations also heal 5 Break Points per Round.

When these Break Points are depleted, the leg buckles and the Scarab falls, no longer being able to move for 5 Rounds. Once these 5 Rounds are over, the Sub-Location's Break Points return to 50 and the Scarab is able to move again.

The Armor of this Sub-Location is 25.

POWER CORE

Scarabs have an exposed Power Core concealed within the back of the Control Hub. This location is accessible from the ramp at the exterior of the vehicle. The Power Core is the Engine of the Scarab, meaning it has 250 Break Points. Once Destroy, the Scarab will detonate with a 40 Meter Blast Radius and a 20 Meter Kill Radius. It takes 12 Rounds for the Scarab to explode.

The Scarab exploding deals 10D10 +20 Damage, with 40 Pierce.

Type-47B UHAP Deutoros Scarab	PRICE
[P] Type-47 Heavy Focus Cannon [G] Twelve Linked Annihilator Missile Pods [P] Stomp Melee Attack	6,300 cR

Type-44 Heavy Artillery Carriage Blisterback



PRICE: 3,580 cR **COMBAT EXPERIENCE: 1,250 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
9.9 Meters	9.2 Meters	4.1 Meters	57 Metric Tons

GROUND SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
50 MPT	40 MPT	135 MPT (82 km/h)	30
STRENGTH	MELEE		
80	3D10 + (Strength Modifier + Metric Tons Weight)		
+10	MYTHIC CHARACTERISTIC		

AIR SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
75 MPT	30 MPT	180 MPT (162 km/h)	20
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
50 MPT	2	1,600 Meters	2

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	One Gunner

HULL
HULL MATERIAL
Nanolaminate Hull Plating

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
150	250	300	250	200

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
50	35	40	30	35

MISCELLANEOUS			
SIZE POINTS	4	WEAPON POINTS	10

Heavy Plating and Boost (3) Special Rule. 6 Legs and 3 Jet Propulsion.

The Blisterback has two modes it can engage, Ground and Air. When on the Ground, it counts as a Walker Vehicle and will use its Legs and Ground Speed and Maneuverability. When in the Air, it counts as a Flying Vehicle and will use its Jet Propulsion and Air Speed and Maneuverability.

Switching between modes only works when the Blisterback is within 50 Meters from the Ground. The amount of Half Actions it takes to switch between Ground and Air mode is the Takeoff Characteristic.

The Blisterback is unable to use its Strength or Melee Combat while in Air Mode, and cannot use its Target Range or Targeting while in Ground Mode.

Type-26 AGC Wraith	PRICE
[P] Type-52 Heavy Plasma Cannon [G] Six Linked Annihilator Missile Pods [P] Stomp Melee Attack	3,580 cR

Type-28 Support Aircraft Banished Banshee



PRICE: 2,595 cR **COMBAT EXPERIENCE: 900 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
5.7 Meters	7.7 Meters	3.7 Meters	3.1 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
120 MPT	90 MPT	315 MPT (189 km/h)	45
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
20 MPT	1	800 Meters	2

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	--

HULL
HULL MATERIAL
Nanolaminate Hull Plating

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
55	90	110	75	135

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
30	20	25	35	30

MISCELLANEOUS			
SIZE POINTS	3	WEAPON POINTS	8

Heavy Plating and Boost (9) Special Rule. Two Jet propulsion system. The Banshee's Boost Special Rule has halves the amount of Half Actions it needs to cool down before Boosting again.

Type-28 HSA Banshee	PRICE
[P] Two Linked Class-2 Directed Energy Cannons [P] Two Linked Fuel Rod Cannons	2,595 cR

Type-25 DX-Class Dropship Banished Spirit



PRICE: 3,795 cR **COMBAT EXPERIENCE: 1,200 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
33.1 Meters	18.2 Meters	11.7 Meters	73 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
100 MPT	100 MPT	1,650 MPT (990 km/h)	30
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
50 MPT	6	1,000 Meters	4

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	One Gunner, 30 Passenger

HULL
HULL MATERIAL
Nanolaminate Hull Plating

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
100	300	300	150	150

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
40	30	50	35	40

MISCELLANEOUS			
SIZE POINTS	9	WEAPON POINTS	5
Heavy Plating and Boost (5) Special Rule. Four Jet propulsion system.			

Type-25 DXDB Spirit	PRICE
[G] Type-25 Heavy Plasma Cannon	3,795 cR

Type-52 Troop Carrier Banished Phantom



PRICE: 5,000 cR **COMBAT EXPERIENCE: 1,200 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
32.5 Meters	20.5 Meters	12.9 Meters	60 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
100 MPT	200 MPT	1,403 MPT (832 km/h)	45
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
25 MPT	3	2,250 Meters	3

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	One Gunner, 20 Passenger

HULL
HULL MATERIAL
Nanolaminate Hull Plating

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
120	100	280	200	200

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
45	40	45	40	40

MISCELLANEOUS			
SIZE POINTS	10	WEAPON POINTS	8
Heavy Plating and Boost (2) Special Rule. Five Jet propulsion system.			

Type-52 TC Phantom	PRICE
[G] Type-52 Heavy Plasma Cannon [C] Two Type-52 Plasma Cannons	5,000 cR
Type-52 TC Assault Phantom	**PRICE**
[G] Three Linked Type-52 Heavy Plasma Cannons	5,020 cR

Type-56 Support/Ultra Heavy Deployment Platform Banished Lich



PRICE: 12,800 cR **COMBAT EXPERIENCE: 3,000 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
102.9 Meters	52 Meters	34.8 Meters	186 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
250 MPT	200 MPT	1,403 MPT (842 km/h)	25
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
25 MPT	8	12,000 Meters	6

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	Three Gunner, 40 Passenger

HULL

HULL MATERIAL

Nanolaminate Hull Plating

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
115	255	290	215	215

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
65	60	65	70	55

POWER CORE

Liches have an exposed Power Core concealed within the back of the Control Hub. This location is accessible from the ramp at the exterior of the vehicle. The Power Core is the Engine of the Lich, meaning it has 250 Break Points. Once Destroy, the Lich will detonate with a 40 Meter Blast Radius and a 20 Meter Kill Radius. It takes 12 Rounds for the Lich to explode.

The Lich exploding deals 10D10 +20 Damage, with 40 Pierce.

MISCELLANEOUS			
SIZE POINTS	31	WEAPON POINTS	12

Heavy Plating and Boost (2) Special Rule. Eight Jet propulsion system.

Type-56 SUHDPB Lich	PRICE
[G] Four Type-52 Plasma Cannons [P] Type-47 Heavy Focus Cannon	12,800 cR

Type-59 Support/Point Defense Banished Shroud



PRICE: 1,850 cR **COMBAT EXPERIENCE: 600 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
3.1 Meters	2.3 Meters	4.6 Meters	3.7 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
45 MPT	50 MPT	195 MPT (119 km/h)	35
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
50 MPT	2	400 Meters	2

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	--

HULL

HULL MATERIAL

Nanolaminate Hull Plating

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
--	200	200	150	150

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
30	30	25	25	20

MISCELLANEOUS			
SIZE POINTS	2	WEAPON POINTS	--

Boost (4) Special Rule. Four Jet propulsion system.

The Shroud has an Active Camouflage Field Emitter (ACFE) and a Missile Point Defense System (MPDS). The Shroud can only use one of these systems in a Round. The Active Camouflage Field Emitter that can cloak itself and other infantry and vehicles within a 45 Meter Radius from it. The ACFE gives a +30 Bonus to Camouflage too all units close enough to it, but cannot cloak vehicles with more than 10 Size Points.

The Missile Point Defense System is able to shoot down Missiles, Rockets, and any other explosives that come within a 10 Meter radius of the Shroud. When the ACFE is not active, the Shroud Pilot may make a -10 Penalty Warfare Range Test; if successful, the explosive is shot and detonated before reaching the vehicle.

Z-1800 Exoatmospheric Multirole Fighter Phaeton



PRICE: 2,870 cR **COMBAT EXPERIENCE: 1,560 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
10.3 Meters	5.6 Meters	4.1 Meters	8 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
100 MPT	100 MPT	300 MPT (180 km/h)	25
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
50 MPT	1	800 Meters	2
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
One Operator		--	
HULL			
HULL MATERIAL			
Smartmatter Block			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
120	300	250	250	225
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
30	20	35	25	25
MISCELLANEOUS			
SIZE POINTS	3	WEAPON POINTS	8

Heavy Plating Special Rule. Two Jet and three Fan propulsion system.

The Phaeton has a special Evade Action that allows it to boost forward, back, or to the side. When activated, this Evade Action gives the vehicle a +30 Bonus to its Maneuver Characteristic until the beginning of the Pilot's next Turn. This Evade Action thrusts the Phaeton in the chosen direction by 40 Meters.

This Evade Action has a 2 Round recharge before it can be used again.

AI can control the Phaeton both remotely and by inhabiting them.

Z-1800 EMF Phaeton	PRICE
[P] Enforcer Missile Launcher [P] Two Linked Rapid Machine Turrets	2,970 cR
Z-1800 EMF Helios Phaeton	**PRICE**
[P] Cleansing Beam [P] Enforcer Missile Launcher	3,140 cR

Despair-Class Space Fighter



PRICE: 12,550 cR **COMBAT EXPERIENCE: 4,650 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
67.3 Meters	72 Meters	14.8 Meters	177 Metric Tons
SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
250 MPT	150 MPT	1,500 MPT (900 km/h)	20
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
50 MPT	1	8,000 Meters	2
CREW AND COMPLEMENT			
CREW		COMPLEMENT	
One Operator		--	
HULL			
HULL MATERIAL			
Smartmatter Block			
BREAK POINTS			
WEP	MOB	ENG	OP	CREW
200	450	420	350	300
ARMOR			
FRONT	BACK	SIDE	TOP	BOTTOM
35	40	45	45	35
MISCELLANEOUS			
SIZE POINTS	27	WEAPON POINTS	10

Heavy Plating Special Rule. Two Jet propulsion system.

Z-1800 EMF Phaeton	PRICE
[P] Two Linked Enforcer Missile Launchers [G] Two Linked Cleansing Beams	12,550 cR

Z-330 Independent Actuation Defense Escort/Heavy



PRICE: 12,250 cR **COMBAT EXPERIENCE: 1,000 Exp**

DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
40.2 Meters	16.8 Meters	22.4 Meters	210 Metric Tons

SPEED AND MANEUVERABILITY			
ACCELERATE	BRAKE	TOP SPEED	MANEUVER
75 MPT	200 MPT	902 MPT (812 km/h)	10
VERTICAL	TAKEOFF	TARGET RANGE	TARGETING
50 MPT	8	5,000 Meters	6

CREW AND COMPLEMENT	
CREW	COMPLEMENT
One Operator	40 Crew, 50 Passengers

HULL
HULL MATERIAL
Smartmatter Block

BREAK POINTS				
WEP	MOB	ENG	OP	CREW
35	250	350	125	100

ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
40	40	35	35	35

MISCELLANEOUS			
SIZE POINTS	21	WEAPON POINTS	2

Heavy Plating Special Rule. Six Jet propulsion system.

The Independent Actuation Defense Escort/Heavy (or Forerunner Escort) has the ability to carry immense amounts of weight throughout both Space and Atmosphere. The Forerunner Escort can carry up to 250,000 Metric Tons. Enough to carry a Despair-Class Space Fighter.

THE GM SECTION

ROLE OF THE GM

The GM (Game Master), in all aspects, is still another player, just as much as the others controlling party characters. The GM is tasked with bringing the many styles and aspects of the Halo universe to the players who create characters to live in this Universe. The GM's role is crucial, and the game cannot be played without one. The GM directs all NPCs and unfolds events for the players who explore and battle throughout the GM's story.

The GM is both the director and the referee to the Players, as the Players decide the actions of their Characters. Halo Mythic offers rules to arbitrate the actions of the characters and to determine the failures and successes of their actions. The GM decides when and where these rules are used, and how to construe them. The GM must make sure the game is running smoothly and to make sure people are as satisfied as possible with the outcome.

The GM has a lot of work to do while running games, such as creating a story, making characters, and controlling the NPCs and enemies that the Players come across. The story must unfold smoothly and transition well so that the Players feel at home and that they fit in this Universe.

CHOOSING THE GAME'S GM

When creating a game of Halo Mythic to play in, the players must nominate one to become the game's GM. It's always best if the GM volunteers or creates the game in the first place, as they would be more enthusiastic about the story they are telling. It is best for the GM to be well prepared before each game, with possible outcomes for the actions the Players make, and must always be ready for the Players to go out of their way to cause mischief and silly antics.

YOU'RE NOT ALONE

The GM should not always be alone, and should always take ideas and advice from the Players. Players should bring miniatures or props, paper, dice, or their laptop. Ideas are always welcome to a newer GM, as well, with tips on better storytelling. Never fear to approach the GM if, as a party, you are not having much fun, as you will always get better with time. Proper criticism makes for better work. Think of it as telling a story. The more you tell, the better you become.

The GM should seek ideas and help with judging how rules should be taken, and how non-listed actions should be handled. The GM should also never create the Player's backgrounds, as that should be the Player's decision, unless in a tightly knit group. The GM, if need be, can add more detail to the Player's backgrounds to fit them into the story.

KNOW THE RULES

The GM must always know the rules of the game. If not by heart, the GM must keep a copy of the Handbook in order to make proper delegations. The GM should read as much of the book's rules as they can before running the game.

KNOW THE SETTING

In a roleplaying game based on Halo Mythic, the GM should know about the setting. The more knowledge of the Universe a GM has, the better and more believable a story can become.

BE FLEXIBLE

The GM must be flexible when running the game, being lenient towards Players who may have gotten the bad end of the dice a few too many times or those who were unrightfully treated by other players.

BE PREPARED

The GM must be prepared for quick decisions and optional pathways that can be taken. Stories lose their satisfaction when linear, as Players enjoy making their own decisions that alter how the story unfolds as they continue.

COMBAT CIRCUMSTANCES

Combat circumstances reflect the effects of terrain, weather, tactical situations, and a mess of other factors. Many circumstances alter the difficulty of tasks by giving to the players, such as firing into smoke or darkness, or jumping over cover to make a charge.

Explosives may make new cover, or take already existing cover down. Characters could be in combat in the glassed ruins of a city, or taking cover behind two dead Hunters. All of these will affect how a battle plays out, so players must use caution and the GM must keep track of variables that alter combat.

STYLES OF PLAY

There are many ways in which the story can evolve around the players. These focus points of the story create different adventures the GM and players might want to run. These styles are not the only ones to be had, as the Players and GM may easily come up with their own, these are only examples.

MILITARY

A heavily Military-based story should follow the rules of Engagement of the military the players are in. There are hundreds of options and scenarios that the players go choose. There are very nice online resources to help pinpoint what you could do in a setting like this.

MERCENARY

Mercenaries can be any race from any location, doing what they want, when they want, whenever they feel like it. Usually, Mercenaries play for cR, and take any job they can that will further their goal of power and survival. Working to get better equipment, exploring the many lands of the world, and being on bad ground with more people than you can shake a stick at.

CIVILIAN SURVIVAL

Playing as Civilian under all-out-war is the most difficult style Players can choose, but can prove to be incredibly fun and rewarding. The survival aspect can be put towards any type of Civilian. Starting with nothing and working your way towards the Military can show how difficult the lives were of those stuck in war.

EXPLORATION

Exploration of Scientists or just people with a ship of their own is also a viable game. Heavy roleplaying, experimental weaponry and equipment, and exploring the world, Exploration offers gameplay to those who don't just want war, but also an experience that they control.

NON-PLAYABLE CHARACTERS

Non-Playable Characters, known as NPCs, are characters the GM controls. NPCs bring the setting to life and gives Player Characters the ability to communicate with. NPCs can prove to play vital roles in stories made by the GM, and the GM should never ignore the possibilities that can come from the use of NPCs.

CONTROLLING NPCS

A GM must realize that all NPCs should react differently under different situations, and must be played with their own unique style and flavor. There are certain characters that may be cookie-cutters of others, such as the handful of mooks before a leader. The GM must take into mind an NPC's motivations, emotions, and who they are with. Not all NPCs want to die, and the GM should not use NPCs to steal the limelight away from the Player Characters.

REWARDING PLAYERS

After every game, the GM should reward players with Experience and sometimes with cR. Experience should be given in limited amounts, based on how well the GM feels the Players did. Experience should be given for exploration, solving problems, and handling social encounters. There are two different methods in which to reward players Experience; Abstract and Combat.

ABSTRACT EXPERIENCE REWARDING (Civilian, Exploration)

The easiest and most recommended way of rewarding Players. Abstract relies on rewarding Players based on the amount of time played and how steady the game felt to the GM. For each game session, the players should receive at least 200 Experience, roughly giving 50 Experience per hour played. Using this method, on top of rewarding players for good conduct and situational handling, will insure players to want to stay active within the story.

COMBAT EXPERIENCE REWARDING (Military, Combat)

Using this method, Players are rewarded through how well they handle Combat situations. This is only recommended for military games, where their society in the Military is completely based on how they battle and survive. It is suggested that some Experience should be given per hour played. The GM should still reward the players around 25 Experience per hour played.

GAINING LUCK

All Player Characters and important NPCs should gain Luck over time through completion of important missions and incredible survival. The GM must use their judgment in order to decide what should give Players more Luck. Usually, Luck is given in only a +1 when it is given out, as Players shouldn't get more Luck in mass amounts. Players should also never go above 10 Luck, as it takes away the difficulty the game offers.

INTERACTIONS WITH OTHERS

Not everything in 100DOS is warfare and exploration. Some of the game features Players and Characters interacting through roleplaying, and when the GM feels it necessary, with dice rolls as well. It's good to give small Experience bonuses to Players who roleplay.

WHEN TO USE DICE ROLLS

When a GM has two characters in an argument or trying to persuade each other, the GM should first have a roleplaying session where the characters discuss their sides of the story, or whatever they are trying to handle. If the GM feels that a roll must be made, an Opposed Roll is rolled by both Characters. Examples of skills to make Opposed Tests include Charm Tests, Command Tests, and Deception Tests.

CHARACTER DISPOSITION

Characters are not always neutral towards one another. Some are angry and full of hate, while others could be giddy and willing to believe anything. The following is a chart to help GMs get a decent grasp on modifiers for character behavior and attitude towards the ones making the Opposed Test.

INTERACTION WITH GROUPS

When Characters use Social Skills against groups of individuals, the Test must be resolved with an Opposed Test of one selected character that has the most Charisma or the Opposed Characteristic of the group. For every Degree of Success, the amount of people affected is equal to the character's Modifier of the selected Characteristic that the Skill is rolled on. For every 5 Characters in the group, if the overall Disposition is Challenging or Harder, the Test is at a -5.

DISPOSITIONS

DIFFICULTY	MODIFIER	APPEAL	COMMAND	DECEPTION	INTERROGATE	INTIMIDATE
Trivial	+30	Infatuated	Fanatical	Gullible	Horrified	Terrified
Electuary	+20	Affectionate	Devoted	Trusting	Panicky	Frightened
Simple	+10	Favorable	Loyal	Accepting	Worried	Startled
Ordinary	+0	Indifferent	Indifferent	Indifferent	Indifferent	Indifferent
Challenging	-10	Disdainful	Resentful	Suspicious	Plucky	Brave
Hard	-20	Scorned	Disloyal	Skeptical	Daring	Courageous
Very Hard	-30	Disgusted	Mutinous	Disbelieving	Reckless	Foolhardy

WEAPON DAMAGE

At some points, a weapon could become damaged and possibly rendered unusable. Here are examples of what a GM can do if they decide a weapon has been damaged in some way. Human weapons begin with 300 Break Points, Covenant Weapons begin with 400, and Forerunner Weapons begin with 500.

BREAK POINTS	OUTCOME
Human: 200 Covenant: 300 Forerunner: 400	The weapon was scratched and scuffed, but does not affect how it works.
Human: 150 Covenant: 200 Forerunner: 300	The weapon is cracked in some areas, and ranged weapons may not fire correctly. The user gains a-5 Penalty To-Hit.
Human: 100 Covenant: 150 Forerunner: 200	The weapon is damaged and possibly even bent. To-Hit and Aim Actions are at a -10 Penalty.
Human: 50 Covenant: 75 Forerunner: 100	The weapon is heavily damaged, any Natural roll of 98 or above on the To-Hit Test will break the weapon. Aim and To-Hit Actions are at a -15 Penalty.
0	Ranged weapons cannot fire and melee weapons deal a third of their damage made against a Target.

MAKE SURE TO USE PENALTIES

Many GMs don't understand the importance of using penalties in a system where bonuses come from equipment, characteristic and skill advancements, and Abilities. There are far too many outcomes that could come too easily to a Character because the GM didn't use proper Penalties. These Penalties are shown in the book for situations like difficulty seeing, damaged equipment or limbs, battlefield situations, and all-around crazy scenarios. The GM must realize when it is proper to use these Penalties, as to make sure characters aren't waltzing around a Battlefield like they're invincible.

MYTHIC DIFFICULTIES

Opposed Tests will give a Character a stacking -10 Penalty for every 1 difference between Mythic Characteristics, as long as the Character has less or no Mythic Characteristics.

DIFFICULTY	MODIFIER
Trivial	+60
Elementary	+50
Simple	+40
Easy	+30
Routine	+20
Ordinary	+10
Challenging	+0
Difficult	-10
Hard	-20
Very Hard	-30
Grueling	-40
Punishing	-50
Hellish	-60

NEMISIS ABILITIES

Nemesis Abilities are given to "villains" and other enemies the GM has planned for their game. These give backstories and possible difficulty modifiers. These allow a villain or a final boss to hold some more reasoning behind players hating them, and give the players more difficulty fighting their nemesis. These Abilities are a constant effect that work the same as any normal Ability, but are only given to the big baddy of the campaign.

REWARDING WITH cR

The GM should reward Players with cR after they complete missions and handle important objectives. cR should be given in amounts based on the difficulty of the Mission and the length of the Mission. The initial amount of cR payoff is shown under Mission Difficulty. After you decide how difficult the Mission was for your Party, you multiply the Difficulty by how long it took to finish the Mission. The longer the Mission, the more payout that is required. After the length and difficulty are figured, the cR Payout is multiplied by the shown multiplier based on Rank.

MISSION DIFFICULTY	Base cR GAINED
Simple	100
Routine	250
Challenging	500
Hard	750
Very Difficult	1,000

MISSION LENGTH

Mission Length plays into how much cR will be given to the Characters. When figuring the Multiplier, remember that (X) is the amount of days in the Mission. Using a calculator is recommended.

To figure the multiplier, take (X)*0.05, and then add 1 to it. An example would be 15 days. 15*0.05 is 0.75, and then you add 1 to it, giving you 1.75. Adding 1 allows the multiplier to not subtract cR, giving the players cR, instead of taking it away from them.

Once this is figured, the multiplier is multiplied to the amount of Base cR gained. Your Characters are now ready to figure their payout with their Mission Difficulty.

RANK MULTIPLIER

Once Mission Difficulty and Length have been figured, the total sum is multiplied by the Rank multiplier. To find your rank Multiplier, check the corresponding Multiplier to your Character's Rank.

RANK	MODIFIER
E-1:	*1
E-2:	*1.1
E-3:	*1.2
E-4/ E-4 Special:	*1.3
E-5:	*1.4
E-6:	*1.5
E-7/ E-7 Special:	*1.6
E-8/ E-8 Special:	*1.7
E-9/ E-9 Special:	*1.8
W-1:	*2
W-2:	*2.2
W-3:	*2.4
W-4:	*2.6
W-5:	*2.8
O-1:	*3.2
O-2:	*3.6
O-3:	*4
O-4:	*4.4
O-5:	*4.8
O-6:	*5.2
O-7:	*5.6
O-8:	*6
O-9:	*6.4
O-10:	*6.8
SPECIAL:	*8

AMMO WEIGHT

Ammo Weight is an optional rule used by GMs who want to run a more realistic campaign. It's advised to only use Ammo Weight for this purpose, only, as micromanaging ammunition can become increasingly tedious.

Every piece of ammunition has a set weight, where that weight is a single round of ammunition. You must take all the ammo you have and multiply it by the weight to find out how much your collection of ammo weighs.

AMMUNITION	WEIGHT	AMMUNITION	WEIGHT
.390 Cal	0.02 KG	Argent V Missile	400 KG
5x23mm	0.005 KG	ASGM-4 Missile	150 KG
10mm Auto	0.015 KG	ASGM-10 Missile	250 KG
12.7x40mm	0.1 KG	50x137mm HEAB Missile	1 KG
9.5x40mm	0.01 KG	M19 102mm Missile	5 KG (10 KG per SPNKR tube bundle)
7.62x51mm	0.025 KG	Lancet Micro Missile	1 KG
8 Gauge Shell	0.05 KG	Scorpion Missile	674 KG
12 Gauge Shell	0.05 KG	90mm Medusa Missile	500 KG
14.5x114mm	0.23 KG	ANVIL-II ATS Missile	244 KG
12.7x99mm	0.095 KG	ANVIL-IV ASM Missile	257 KG
20x102mm	0.26 KG	65mm Rocket	2.5 KG
30x173mm	0.7 KG	102mm Rocket	23 KG
35x227mm	0.86 KG	178mm Rocket	48.5 KG
40mm Shell	2.1 KG	40x53mm Grenade	0.25 KG
50x419mm	3 KG	35cm HRG	458 KG
70mm Shell	4.7 KG	16x65mm M645	0.035 KG
105mm Shell	18 KG	25x130mm Slug	0.47 KG
110mm Shell	23 KG	5.4mm Gauss Slug	0.12 KG
120mm Shell	24.5 KG	UNSC Battery Cell	1.5 KG
175mm Shell	65 KG	Grindell Battery	1.33 KG
120mm APBC Shell	24.6 KG	90mm APBC Shell	10.7 KG
Narq Dart	0.15 KG	150mm APBC Shell	43.5 KG

WORLD GENERATION TOOLS

SCENARIO, ENVIRONMENT, AND ENCOUNTERS

The Following is a section for the GM to build quick and easy encounters for their game. These charts allow the GM to make rolls for optional scenarios, locations, and events.

Move down the list and roll on the desired lists. Some lists lead to other lists, allowing for a more intricate encounter and location. Not everything needs to be rolled on for a randomized scenario. Some outcomes can cover another roll's job. Once you're happy with the outcome of the randomized Encounter System, you may change it to your party's needs.

ENVIRONMENT AND WEATHER

The Environment Type is a specific biome that begins the Encounter and Scenario System. Each Biome has a supplemental Biome that goes into further detail of the surroundings. Each Biome also contains its own Weather. Similar to the Biome Supplements, a GM may decide to select a Weather Supplement, as well.

ROLL	OUTCOME
1	Desert
2	Jungle/Forrest
3-4	Grassland
5	Mountains
6	Coastal
7-8	Wetland
9	Valley
10	Space

ENVIRONMENT TYPE SUPPLEMENTAL

The following are extended variations of the various biome types. These are optional to expand the world around your players.

DESERT BIOME TYPE AND WEATHER

ROLL	OUTCOME
1	Tundra
2	Hot and Dry
3	Glassland
4	Coastal
5	Mesa
WEATHER	
1-5	Clear
6	Sandstorm (Cannot be used for Coastal or Tundra)
7	Rain
8	Heavy Rain
9	Snowfall (Tundra Only)
10	Blizzard (Tundra Only)

FOREST BIOME TYPE AND WEATHER

ROLL	OUTCOME
1	Rain Forest
2	Tropical Jungle
3	Scrub Forest
4	Deciduous Forest
5	Coniferous Forest
WEATHER	
1-5	Clear
6	Rain
7	Heavy Rain
8	Flooding
9	Monsoon (Rain Forest Only)
10	Snowfall (Coniferous and Deciduous Only)

GRASSLAND BIOME TYPE AND WEATHER

ROLL	OUTCOME
1	Savanna
2	Tropical Grassland
3	Montane Mountain Grassland
4	Prairie Grassland
5	Rolling Hills
WEATHER	
1-4	Clear
5	Rain
6	Heavy Rain
7	Flooding
8	Snowfall
9	Blizzard
10	Inclement Weather

MOUNTAIN BIOME TYPE AND WEATHER

ROLL	OUTCOME
1	Volcanic
2	Rock
3	Dome
4	Plateau
5	Folded
WEATHER	
1-4	Clear
5	Rain
6	Heavy Rain
7	Mudslide/Avalanche
8	Snowfall
9	Blizzard
10	Inclement Weather

COASTAL BIOME TYPE AND WEATHER

ROLL	OUTCOME
1	Beach
2	Estuary
3	Cliffside
4	Dune
5	Mud
WEATHER	
1-4	Clear
5	Rain
6	Heavy Rain
7	Flooding
8	Snowfall
9	Monsoon/Typhoon
10	Hurricane

WETLAND BIOME TYPE AND WEATHER

ROLL	OUTCOME
1	Marsh
2	Wet Meadow
3	Swamp
4	Bog
5	Playa Lakes
WEATHER	
1-4	Clear
5	Rain
6	Heavy Rain
7	Flooding
8	Snowfall
9	Blizzard
10	Inclement Weather

VALLEY TYPE AND WEATHER

ROLL	OUTCOME
1	Gulch
2	Mountain Cove
3	Ravine
4	River Valley
5	Hanging Valley
WEATHER	
1-4	Clear
5	Rain
6	Heavy Rain
7	Mudslide/Avalanche
8	Snowfall
9	Blizzard
10	Inclement Weather

SPACE TYPE AND EVENTS

ROLL	OUTCOME
1-3	Empty Space
4	Asteroids/Meteors
5	Space Stations
6	Spaceship
7	Defense Station
8	Mobile Fleet Platform
9	Cosmic Dust Clouds
10	Derelict Satellites or Ship Cemeteries
EVENT	
1-6	Clear
7	Radiation Storm
8	Micrometeoroid Shower
9	Cosmic Wind
10	Geomagnetic Storm

WEATHER SUPPLEMENTS

Weather Supplements offer an expanded set of options for previously rolled Weather Outcomes. These Supplements can be used for more in-depth weather options for your game. These can be rerolled while time passes to signify the change in weather.

When the GM feels like it is appropriate, they can decide to have storms and inclement weather to die down to a stop.

SNOW SUPPLEMENTS

ROLL	OUTCOME
1	Sleet: Hardened snow and rain mix, slowly builds up and makes things difficult to maneuver. -5 Penalty to movements.
2	Freezing Rain: Everything is slowly, or already, encased in ice. -10 Penalty to movements.
3	Heavy Snowfall: Extreme conditions make for near-blinding snow. Up to a meter of snow is possible, if not more. Movement Speed is halved.
4	Ice Storm: Similar to Freezing Rain, but at a dangerous level. -10 Penalty to movements and halved Movement Speed.
5	Blowing Snow: Tracks are impossible to follow and everyone has a -30 Penalty to Perception.

RAIN SUPPLEMENTS

ROLL	OUTCOME
1	Rain Change: Over time, Rain becomes Heavy Rain, or Heavy Rain calms down to Rain.
2	Hail: Chunks of ice begin to rain down, causing discomfort, and sometimes damage to glass and any weaker material.
3	Light Flooding: If it is not already flooding, puddles begin to expand over time.
4	Calming: Rain calms to a simple shower.
5	Constant: The rain does not stop for 4D10 days.

INCLEMENT WEATHER SUPPLEMENTS

ROLL	OUTCOME
1-4	Powerful Winds
5	Tornadoes/Cyclones
6	Hail/Ice Storm
7	Severe Thunderstorms
8	Extreme Heat
9	Drought
10	Lightning Storm

LIGHTING AND TIME OF DAY

Lighting and the Time of Day can both affect how players deal with visibility. These are best for if a GM is unsure of what time to base their game in.

TIME OF DAY

ROLL	OUTCOME
1	Twilight-Dawn
2	Sunrise
3-4	Morning
5	Noon
6	Evening
7	Sunset
8	Twilight-Dusk
9-10	Night

LIGHTING MODIFIERS

ROLL	OUTCOME
1-7	Normal Visibility
8	Blowing Dust and Debris
9	Fog
10	Lighting Storm (Flashing lights)

STRUCTURES

Structures are various locations that can be found near or within the biome selected. There are two types of Structure Charts that can be rolled on; Mass Structures and Separated Structures.

Mass Structures are locations like cities, installations, and factories. These Structures are usually found in larger numbers.

Separated Structures are single to a few in number, and separated in distance from any other structures.

MASS STRUCTURES

ROLL	OUTCOME
1	Natural (None)
2	Rural
3	City
4	Metropolis
5	Farmland
6	Forerunner Installation
7	UNSC Military Installation
8	Covenant Military Installation
9	Insurrectionist Military Installation
10	Assembly Factories

SEPARATED STRUCTURES

ROLL	OUTCOME
1	Cave System Opening
2	Abandoned Base
3	Small Forerunner Installation
4	Lone Cottages
5	Bunker
6	Tunnel System Opening
7	Church
8	Farms
9	Abandoned Vehicle
10	Battleground

MISSIONS

There are 10 types of Missions that are used in standard Military and Guerilla Practices. The missions can be rolled on like anything else in the Encounter and Scenario System, but can obviously be chosen based on a previous or decided scenario.

Attack and Defense are the two main Mission Types, as they're based on taking, controlling, or defending land.

Every Mission Type has a Supplement. These supplements are the different types of Missions and tactics that can be used.

MISSION TYPES

ROLL	OUTCOME
1	Attack
2	Defense
3	Patrol
4	Pursuit
5	Escort
6	Recon/Intel
7	Construction
8	Survival
9	Raid
10	Retrieval

ATTACK MISSIONS

ROLL	OUTCOME
1	Attrition: Wear down the enemy to the point of collapse through loss of personnel and material.
2	Annihilation: The goal is to destroy all enemy military in a planned battle.
3	Investment Siege: Cut off supplies, material, or communications by force.
4	Decapitation: Achieve strategic paralysis by targeting the political leadership of the opponent.
5	Exhaustion: Erode the opponents' will and moral to damage overall effectiveness.
6	Interior Lines: Placing forces between enemy lines, allowing for outer forces to more easily push through.
7	Overwhelming Siege: A constant attack on a single target, unrelenting.
8	Shock and Awe: Attempt to prove overwhelming force against opponent by sending more than is needed against single target.
9	Coercion: Attack to fool opponent into acting a desired way by attacking political and economic centers.
10	Penetration: An attack that charges past enemy lines as to get as deep into enemy territory as possible.

DEFENSE MISSIONS

ROLL	OUTCOME
1	Boxing Maneuver: Box in an invading force to counterattack from as many sides as possible.
2	Choke Point: Use of a strategic chokehold to concentrate opponents into a confined area.
3	Depth Defense: Strategically delay an opposing force to help another force prepare for a proper assault.
4	Fortification: A structure built or taken to give physical protection against an invading opponent.
5	Fabian: Wearing down an enemy through powerful bolstering defense, instead of through Attacking.
6	Military District: Heavy fortified defense structures used as powerful last-defense measures.
7	Scorched Earth: Destroying anything that might be useful to an attacking force, while slowly falling back.
8	Turtling: Continuous military reinforcement until a defense reaches full strength, which eventually allows for a powerful counterattack.
9	Withdrawal: A retreat of forces while maintaining combat with the enemy.
10	Protection: Defense of a key individual or group, such as political or economic keys.

PATROL MISSIONS

ROLL	OUTCOME
1	Combat Patrol: A group with sufficient size and power to ambush an enemy across a specific pathway.
2	Clearing Patrol: A brief Patrol around newly occupied Defensive Positions, ensuring that the area is secure.
3	Standing Patrol: Standing Patrols are small static patrols intended to provide early warning, security, or guard to chosen groups.
4	Reconnaissance Patrol: A mobile Patrol whose main mission is to gather information along a specific pathway.
5	Screening Patrol: This type of Patrol is used to observe urban locations in search of possible threats.

PURSUIT MISSIONS

ROLL	OUTCOME
1	Individual Assassination: A group given an objective to pursue a key individual.
2	Backup Pursuit: Groups intended to pursue friendly Patrols in times of combat for fast backup.
3	Overrun: Forces given task to overpower an enemy force and move on to the next.
4	Constriction: Force an opposing force into a confined area for termination.
5	Wedge: Pursuing an enemy, tricking them into wondering between two allied forces.

ESCORT MISSIONS

ROLL	OUTCOME
1	Convoy: Armored groups of vehicles escorting key individuals, groups, or equipment.
2	Anti-Ambush: Prepared Forces sent to ensure a known ambush is stopped.
3	Scout: A section of an Escorting Force scouts ahead to warn the Escort Team of danger.
4	Overseer: Use of force to guide units or equipment. Guiding is done by the Force, attempting to take the safest course.
5	Air Superiority: Air units escorting forces from afar, usually staying out of opponent range until needed.

RECON/INTEL MISSIONS

ROLL	OUTCOME
1	Area: Terrain-oriented mission to find vantage points or possible routes.
2	Civil: Gathering broad information about specific population or race based on social and militaristic operations.
3	Route: Informants keep watch of specific routes and locations, such as bridges, landing and pickup zones, and roadways.
4	Zone: Scouts obtain detailed information of land, orientating within large areas such as urban districts or military bases.
5	Force: A recon team is sent to scout, but not confront, opponent military forces.

CONSTRUCTION MISSIONS

ROLL	OUTCOME
1-3	Enemy Lines: Small forces designed to sneak behind enemy lines and implant small military bases.
4-6	Defense Bolster: A team assigned to break through attacking forces to improve fortifications.
7-8	Advancement: Forces assigned to build or ready bridges, roadways, and other structures for the arrival of larger forces.
9-10	Reform: A team given assignment to alter the use of a structure to something more useful to the Military.

SURVIVAL MISSIONS

ROLL	OUTCOME
1	Overwhelmed: Overwhelmed in a firefight, forces must retreat while fighting only to survive.
2	Incoming Forces: Larger incoming enemy forces are arriving, leaving allied forces preparation of retreat to survive.
3	Key Figure: A team must allow a key figure to survive harsh situations, no matter what the cost.
4	Mission Critical: Mission objective so important that allied forces must do anything in their power to assure the completion of the mission.
5	Guerilla Onslaught: Smaller forces attacking larger forces in hopes of weakening them before the arrival of allied backup.

RAID MISSIONS

ROLL	OUTCOME
1	Bombardment: The forces must counterattack an enemy bombardment, or form a bombardment of their own.
2	Landed: Paratroopers and Shocktroopers assault ground forces from behind enemy lines, before returning to ally controlled land.
3	Hostile Structure: A specific structure is targeted to be cleared or destroyed in as little time as possible.
4	Raiding Party: Forces are given task to catch enemy forces off guard for devastating assaults.
5	Equipment Raid: Forces are given charge to find and destroy enemy equipment as fast as possible, before retreating.

RETRIEVAL MISSIONS

ROLL	OUTCOME
1	Artifact: Forces are given task to retrieve an artifact from enemy forces, or before an enemy force is able to retrieve it first.
2	Hostage: Infantry must quickly mobilize, infiltrate, and neutralize any threats to rescue high-profile targets.
3	Equipment: Operations based on the retrieval of lost or desired equipment from raiding parties and enemy forces.
4	High Profile: A desired high-profile target, such as an enemy political figure, are selected for capture.
5	Fortification Retrieval: Military forces tasked with the recapture of fortifications or defensive structures.

THE ENCOUNTER SYSTEM

This section gives the GM Encounters and Scenarios to use mid-mission. These Modifiers can be rolled on multiple times in different situations, allowing for a mix-up in events for any Party.

ENCOUNTER AND MISSION MODIFIERS

ROLL	OUTCOME
1-4	Traps have been set for the players
5-8	Traveling enemy patrols
9-12	Dangerous weather forms
13-16	EMP device detonated
17-20	New distress call received
21-24	Location of interest is victim to large detonation
24-28	Civilian evacuation ordered
29-32	Encounter dead enemy force
33-36	New item of interest found
37	Nuclear Device Detonation
38-41	Enemy ambush, or enemy prepared for players
42-45	Allied reinforcements
46-49	Survivors Found
50	Earthquake or other natural disaster
51-54	Nearby Orbital Bombardment
55-58	Large Fires
59-62	Nearby Orbital Glassing
63-66	Ship wrecks nearby
67-70	Second opponent joins the battle
71-74	Forerunner Structure found
75-78	Opposing dropship jumps in nearby
79-82	Important new mission (At key point)
83-85	Enemy reinforcements
87-89	Enemy traitor joins your side
90-92	Improved Intel received
93-95	Vehicle Depot found
96-98	Weapons Locker found
99-100	Prisoners Found

OPPONENT ENCOUNTERS

Now that you've world built and created your scenario, you can also have Encounters, which are random, or chosen, possibilities to slightly alter what happens within the battles or adventures.

This Opponent System not only can help you decide who your Party encounters during their Mission. You can also decide the type and size of the opposing encounter.

ENCOUNTER OPPONENT AND SIZE

ROLL	OUTCOME
1-30	Covenant Forces
31-60	UNSC Forces
61-79	Insurrectionist Forces
80-98	Forerunner Sentinels
99-100	Flood Infestation

MILITARY FORCE ENCOUNTER TYPE

ROLL	OUTCOME
1	Patrol
2	Recon Team stalking party
3	Strike Force
4	Heavy Weapons Force
5	Vehicle Convoy

FORCE ENCOUNTER SIZE

ROLL	OUTCOME
1-59	Fireteam (3-4 Individuals)
60-83	Squad (8-15 Individuals)
84-94	Platoon (15-30 Individuals)
95-99	Company (80-150 Individuals)
100	Battalion (300 – 800 Individuals)

BUILDING A PLANET

There are thousands of habitable planets in Halo, many of which have not even been discovered, yet. This allows GMs to make those planets discoverable, or at least generate ones with unknown structure. This allows a GM to find the amount of water a planet has, compared to land, the number of continents on the planet, and so on.

PLANETARY SIZE

This shows the size of the Planet's Diameter in Kilometers. Earth is roughly 12,700 KM, to give GMs a good understanding of size. Rolling on this Chart doesn't give you an exact number, but a rough estimation or rounding to the nearest number.

PLANETARY SIZE

ROLL	OUTCOME
1	3,000
2	6,000
3	8.000
4	10,000
5	12,700
6	14,000
7	15,000
8	17,000
9	18,000
10	20,000

GRAVITATIONAL PULL

This shows the size of the Planet's Gravitational Pull, where 1 is Earth's Gravity. Anything above is a stronger Gravity, which can alter Fall Damage to be even deadlier, whereas anything lower than 1 will be safer, but a weaker pull.

This Gravitational Pull also multiplies or divides the time it takes to escape a Planet's atmosphere. Planets meant to sustain life should not be under half or surpass 3x Earth's Gravitational Pull.

GRAVITATIONAL PULL

ROLL	OUTCOME
1	.25x (1/4th)
2	.5x (1/2)
3-5	1x (Earth)
6	2x
7	3x
8	4x
9	5x
10	6x

PLANET ATMOSPHERE

The following is a series of possible planetary atmosphere compositions that can change how breathable the air is. Each composition has an explanation of what can happen when attempting to breathe it.

PLANETARY ATMOSPHERE

ROLL	OUTCOME
1	Oxygen and Nitrogen-based Atmosphere. Earth-like. Grunts cannot breathe this.
2	Methane-based. Only Grunts can properly breathe this without dying.
3	No Atmosphere. This planet has no usable atmosphere.
4	Higher Oxygen Atmosphere. Similar to Earth-Like atmospheres, but fires and explosives are much deadlier. Fires travel twice as fast, and explosions and fire deal twice as much Base Damage.
5	Carbon Dioxide or any other Atmosphere not covered in the chart. Very poisonous to all playable lifeforms in Halo, including most animals, unless specified otherwise.

PLANETARY DAY LENGTH

This determines the length of the average day of the planet. This is used in Earth's hours, as to make it easier for everyone playing. Instead of directly rolling for a set length, you roll for just how long the day could possibly be. This allows for a more expansive set of lengths.

PLANETARY DAY LENGTH

ROLL	OUTCOME
1-7	1D5+5 Hours
8-16	1D5+10 Hours
17-25	1D10+10 Hours
26-40	2D10+10 Hours
41-50	3D10+15 Hours
51-60	4D10+20 Hours
61-70	5D10+25 Hours
71-80	6D10+30 Hours
81-90	7D10+35 Hours
91-100	10D10+50 Hours

PLANETARY YEAR LENGTH

The Planet must have a length of time which it takes to make a full rotation around its sun(s).

PLANETARY YEAR LENGTH

ROLL	OUTCOME
1-7	1D100+50 Days
8-16	1D100+75 Days
17-25	2D100+50 Days
26-40	2D100+75 Days
41-50	3D100+50 Days
51-60	3D100+75 Days
61-70	4D100+50 Days
71-80	4D100+75 Days
81-90	5D100+50 Days
91-100	5D100+75 Days

SURFACE WATER TO LAND RATIO

ROLL	OUTCOME
1	35% Water, 65% Land
2	40% Water, 60% Land
3	45% Water, 55% Land
4	50% Water, 50% Land
5	55% Water, 45% Land
6	60% Water, 40 % Land
7	65% Water, 35% Land
8	70% Water, 30% Land
9	75% Water, 25% Land
10	80% Water, 20% Land

NUMBER OF CONTINENTS ON PLANET

ROLL	OUTCOME
1D10+3	The amount of major continents of the planet.
1D10	The number of Biomes on each Continent.

COLONIZATION LEVEL

A Planet is able to hold a Colonization Level if it has a breathable Atmosphere. If the Planet does not have a Breathable Atmosphere, it will only be able to have a Large or Small Outpost.

Each Colonization Level shows the average population in the parenthesis.

COLONIZATION

ROLL	OUTCOME
1	Small Outpost (10-100)
2	Large Outpost (100-1,000)
3	Small Settlement (1,000-10,000)
4	Large Settlement (10,000-100,000)
5	Several Settlements (100,000-500,000)
6	Cities (500,000-2,000,000)
7	Metropolises (2,000,000-3,000,000)
8	Conurbation (3,000,000-10,000,000)
9	Megalopolis (10,000,000-100,000,000)
10	Ecumenopolis (100,000,000-1,000,000,000)

NPC GENERATION

Now that you have all your Generation done for your world building, now you can build your NPCs with ease. This allows a GM to quick-build NPCs based on attitude, complexion, and even current mood.

Depending on setting and location, rolling for Race is obviously not required.

The NPC Generation System can also be used for creating Player Characters.

RACE

ROLL	OUTCOME
1	Human
2	Sangheili
3	Jiralhanae
4	Unggoy
5	Kig-Yar
6	Mgalekgolo
7	San ‘Shyuum
8	Yanme’e
9	Huragok
10	Human AI

HUMAN COMPLEXION

ROLL	OUTCOME
1-15	Pale, Light
16-36	White, Fair
37-69	Light Brown
70-85	Olive, Moderate Brown
86-90	Brown, Dark Brown
91-100	Dark Brown, Black

KIG-YAR SUBSPECIES

ROLL	OUTCOME
1-4	Ruutian
5-7	Ibie’Shan
8-10	T’vaoan

RUUTIAN COMPLEXION

ROLL	OUTCOME
1	Light Tan
2	Tan
3	Dark Tan
4	Brown
5	Dark Brown

T’VOAN COMPLEXION

ROLL	OUTCOME
1	Light Gray
2	Dark Gray
3	Black
4	Light Brown
5	Dark Brown

IBIE’SHAN COMPLEXION

ROLL	OUTCOME
1	Light Tan
2	Tan
3	Beige
4	Brown
5	Dark Brown

SANGHEILI COMPLEXION

ROLL	OUTCOME
1	Light Gray
2	Dark Gray
3	Black
4	Light Brown
5	Brown

JIRALHANAE COMPLEXION

ROLL	OUTCOME
1	White
2	Light Gray
3	Dark Gray
4	Brown
5	Black

JIRALHANAE FUR AND HAIR COLOR

ROLL	OUTCOME
1	Black
2	Brown
3	White
4	Light Gray
5	Dark Gray

YANME’E COMPLEXION

ROLL	OUTCOME
1	Gold
2	Red
3	Brown
4	Tan
5	Gray
6	Black
7	Green
8	Blue
9	Purple
10	White

HURAGOK COMPLEXION

ROLL	OUTCOME
1	Blue
2	Pink
3	Purple
4	Red
5	Lavender

SAN 'SHYUUM COMPLEXION

ROLL	OUTCOME
1-15	Pale
16-36	Light Tan
37-69	Beige
70-85	Dark Tan
86-90	Brown
91-100	Darn Brown

MGALEKGOLO COMPLEXION

ROLL	OUTCOME
1-6	Orange
7-9	Red
10	Purple

RACE HEIGHTS

The following represents the following heights of all Races Playable Races. This has a series of Heights from short to Tall. The GM may decide how short or tall they are by a simple 1D10 roll. Higher outcomes mean taller, 10 means tallest, 1 means shortest.

HEIGHT

RACE	HEIGHT
Human	140 centimeters (4'7 ft.) – 195 centimeters (6'4 ft.)
Sangheili	223 centimeters (7'4 ft.) – 259 centimeters (8'6 ft.)
Jiralhanae	259 centimeters (8'6 ft) – 280 centimeters (9'2 ft)
Unggoy	138 centimeters (4'7 ft.) – 167 centimeters (5'6 ft.)
Kig-Yar	190 centimeters (6'3 ft.) – 203 centimeters (6'8 ft.)
Mgalekgolo	369 centimeters (12'1 ft.) – 373 centimeters (12'3 ft.)
San 'Shyuum	190 centimeters (6'3 ft.) – 203 centimeters (6'8 ft.)
Yanme'e	178 centimeters (5'10 ft.) – 206 centimeters (6'9 ft.)
Huragok	270 centimeters (9 ft.)

RACE WEIGHTS

The following represents the following weights of all Races Playable Races. This has a series of Weights from light to heavy. The GM may decide how heavy they are by a simple 1D10 roll. Higher outcomes mean heavier, 10 means heaviest, 1 means lightest.

WEIGHT

RACE	WEIGHT
Human	58 kilograms (130 lb.) – 104 kilograms (230 lb.)
Sangheili	139 kilograms (310 lb.) – 178 kilograms (390 lb.)
Jiralhanae	500 kilograms (1,100 lb.) – 680 kilograms (1,500 lb.)
Unggoy	113 kilograms (248 lb.) – 118 kilograms (260 lb.)
Kig-Yar	88 kilograms (190 lb.) – 93 kilograms (210 lb.)
Mgalekgolo	4,800 kilograms (10,500 lb.)
San 'Shyuum	88 kilograms (190 lb.) – 93 kilograms (210 lb.)
Yanme'e	77 kilograms (170 lb.) – 109 kilograms (240 lb.)
Huragok	57 kilograms (130 lb.)

AFFILIATION

ROLL	OUTCOME
1-2	UNSC
3	Insurrectionist
4	Covenant
5	Neutral

COVENANT FACTIONS

ROLL	OUTCOME
1-3	Covenant Empire
4	Sword of Sanghelios
5	Covenant Remnant

NPC CURRENT MOOD CHART

ROLL	OUTCOME
1	Afraid
2	Angry
3	Annoyed
4	Appreciation
5	Bored
6	Confident
7	Contempt
8	Curious
9	Depressed
10	Disappointed
11	Disgusted
12	Embarrassed
13	Excited
14	Frustrated
15	Happy
16	Interested
17	Jealous
18	Panicked
19	Sad
20	Shame
21	Shy
22	Stressed
23	Surprised
24	Upset
25	Worried

NPC CURRENT BEHAVOUR

ROLL	OUTCOME
1	Active: Always busy with something.
2	Aggressive: Verbally or physically threatening.
3	Ambitious: Strongly wants to succeed.
4	Argumentative: Often arguing with people.
5	Assertive: Being outgoing and confident.
6	Bossy: Always telling people what to do.
7	Careless: Not being careful; rushing into things.
8	Caring: Desire to help people.
9	Cautious: Being very careful.
10	Charming: Pleasant, delightful.
11	Conceited: Thinks they are better than others; arrogant.
12	Conscientious: Taking time to do things right
13	Considerate: Thinking of others.
14	Creative: Someone who can make up things easily.
15	Curious: Always wanting to know things.
16	Deceitful: Doing anything to get what they want.
17	Docile: Submissive, does what they are told.
18	Domineering: Constantly trying to control others.
19	Enthusiastic: Has strong feelings; ardent.
20	Excitable: Gets excited easily.
21	Extroverted: Very outgoing; confident.
22	Faithful: Being loyal.
23	Funny: Causing people to laugh.
24	Impulsive: Saying or doing things without thinking first.
25	Inconsiderate: Not caring about others or their feelings.
26	Introverted: Keeps to themselves.
27	Inventive: Thinks of new ideas.
28	Irritating: Bothering people.
29	Kind: Thoughtful, caring.
30	Lazy: No desire to do things.
31	Manic: Acting just a little crazy.
32	Manipulative: Always trying to influence other people.
33	Moody: Being unpredictable; changing moods often.
34	Nervous: Very uncomfortable.
35	Passive: Does not argue; does as they are told.
36	Perfectionist: Wants everything to be done perfectly.
37	Pleasant: Calming to be around. Good attitude.
38	Polite: Exhibiting good manners.
39	Pragmatic Always sees the practical side of things.
40	Reserved: Keeps thoughts and feelings to himself.
41	Rude: Treating people badly; breaking social rules.
42	Serious: No-nonsense kind of behavior.
43	Shy: Quiet and reserved; lacking in confidence.
44	Sincere: Being genuine with your emotions.
45	Spiteful: Seeking revenge.
46	Thoughtful: Thinking things over.
47	Thoughtless: Not thinking of the effects of your actions.
48	Trustworthy: Simply worthy of someone's trust.
49	Volatile: Changing moods very quickly.
50	Zealous: Never changing their ways, no matter what.

NPC BESTIARY

INTRODUCTION

The Bestiary is a tool for the GM to use that offers many different pre-built NPCs for use as allies and enemies alike. Each Bestiary entry contains a Soldier Type, Bestiary Levels, and Bestiary Packages for the GM to choose from.

BESTIARY LEVEL

The Bestiary Level is the difficulty in which it would be to defeat the Character. The higher the Bestiary Level, the more Abilities, Skills, and Educations they have, on top of higher Characteristics. The Bestiary Level ranges from Easy to Nemesis, where Easy are baseline mooks and cannon fodder, and Nemesis are special bosses and end-game Characters for Players to spar against.

Each Bestiary Level also has a number associated with. These numbers are found in the Bestiary entries that specify which set of Characteristics the Character has. This number is also the multiplier for figuring worth of Experience.

BESTIARY LEVEL	EXPERIENCE MULTIPLIER
Easy	x1
Normal	x1.5
Heroic	x2
Legendary	x2.5
Nemesis	x3

NPC KITS

Each NPC has multiple NPC Kits the GM has access to. These Kits include the NPC's Weapons, Equipment, Armor, and so on. These Kits are a quick way to build an NPC without worry of forgetting what they have or digging through the book to find information.

NPC Kits have levels to them, which determine how many items are offered from the Kit. These levels are the Bestiary Level of the NPC. The higher the Bestiary Level, the more options the NPC comes with.

Every NPC Kit Level has all previous items, though Armor will replace the previous Level's armor if it's better.

SPECIALIZATION KITS

The Specialization Kit is a kit the GM may decide to use, but is not mandatory. These Specialization Kits are like the ones from Character Creation, but offer more bonuses depending on Bestiary Level.

WEAPON AND EQUIPMENT TRAINING

All non-Civilian NPCs begin with their respective Racial and Faction Weapon Training.

NPC EQUIPMENT

Some pieces of Equipment may seem missing from the Equipment sets of NPCs. This is because the GM should not have to worry about whether or not an NPC is carrying a device or not, or how they are carrying it. It is a simplified process to help the GM through combat.

THE NEMESIS

A Nemesis is an NPC that is considered one of the main antagonists of the Players. This is the Character who is considered the main boss, or at least strong enough to hold their own against the Player. Many times, the GM must create the Nemesis as more of their own Player Character, giving them a much higher amount of Experience to work with, purchasing more Skills and Abilities, and further buying more Characteristic Advancements.

BUILDING YOUR NEMESIS

The Nemesis is much stronger than any standard enemy on the battlefield, including Legendary-difficulty opponents. Nemesis may be used as powerful fodder or even an opponent that could easily challenge the Players at any turn. The GM may decide how to use their Nemesis.

It's advised that a good Nemesis should be at a higher Experience level than the Party, meaning that if the Players are at Tier 5, the Nemesis should be around Tier 6, as an example. The main Nemesis against the party should be treated like a final boss of a mission or a series of missions.

The GM may decide not to use a custom Nemesis, and instead, use one of the many pre-made Nemesis NPCs. These pre-made Nemesis options are much weaker than the standard boss Nemesis, but are still a greater challenge against the Party.

NEMISIS ABILITIES

Nemesis Abilities are special Abilities that give the Nemesis an advantage against the Party through either Combat or Story Narrative. Many are treated as backstories to the Nemesis, which can be the reasoning behind the NPC's success at becoming a Nemesis. A Nemesis should have no more than 3 Nemesis Abilities.

These Abilities are a constant effect that works like a normal Ability, but are only given to NPCs. Player Characters should not be allowed to choose from Nemesis Abilities.

These Abilities can be found on the first table on the next page.

INCREASING THE USEFULNESS OF A NEMESIS

In a system that can be as fatal as 100DOS, a Nemesis may not be powerful enough with the original tools they were given at NPC creation.

The GM should give the Nemesis more utilities to work with. Underlings to boss around and protect them. Vehicles for them to stay safely inside until the time they should confront the Players.

The stronger the Party, like a party of Spartans or a group of Tier 6 Marines, the more utilities the Nemesis should have access to. A team of Spartans can circumvent many obstacles, so the GM should always be ready.

PLAYING A NEMESIS

Any Nemesis NPCs that are treated as serious threats to the Players should be able to gain Experience like any other Player could. A Nemesis should be able to learn and purchase Skills, Abilities, and Educations. The Nemesis may also make two purchases of the Characteristic Advancements.

The Nemesis NPC should also be given access to Support Points, Luck, and any other system a Player may take advantage of. The Nemesis is supposed to be a tier of Opponent that is a challenge.

BESTIARY EXPERIENCE PAYOUT

Players gain Experience when killing or dispatching of NPCs. All NPCs have an Experience Payout listed based on their Bestiary Level. The Experience payout is also divided up amongst all Players of the party that took part in the Combat. This means that if there are 5 players and the Experience Payout was 1,000 Experience, each player receives only 200 total Experience.

If a GM wants to figure out the Experience Payout of a creation they made or of a nonstandard NPC that does not follow the basic Bestiary layout, there is a simple math equation to follow. The GM must take the total amount of Experience the NPC was made from and divide it by 15. That becomes the NPC's Experience Payout.

NEMESIS ABILITIES

ABILITY	EFFECT
Atrocious	After any point the Players witness horrific acts of the Nemesis, whether it be first-hand or from a third party source, each Player must make a Fear Test against the Nemesis when first meeting them in person. The Nemesis must have committed great acts of war crimes and other heinous actions to take this Nemesis Ability.
Calculating	The Nemesis is one step ahead of the Players. This gives the Nemesis one +10 Bonus to give to a chosen Opposed Test against each Player. Once this Bonus is used against a Player, the Bonus is lost and can no longer be taken against that Player.
Indisputable	The Nemesis is in control over their underlings, whether they be guards or even Military personnel. The Nemesis has high standings with anyone under them, and can even be viewed as a hero or outstanding public figure. This gives the Nemesis a +30 to any Social Actions and Skills when dealing with those who view highly of them. The Players or any other Character making a Social Skill or Action against someone who views highly of the Nemesis gains a -20 Penalty to these Tests.
Unperturbed	Having their wits about them and being relaxed in difficult situations, the Nemesis does well at keeping secrets and alternative motives hidden from others. This gives any Player or Character a -20 Penalty when making Investigation Tests against the Nemesis.
Syndical	The Nemesis is head of a large syndication of sorts, whether it be Insurrectionist militaries, or branches of the Covenant Post-War. The Nemesis gains +10 to any Test regarding finding out information.
Caring	Having great care of their underlings, the Nemesis gains bonuses To Hit when they view their underlings harmed. When the Nemesis views their Underlings get harmed, the next Round the Nemesis gains a +10 To Hit against the Player who harmed the Underling.
Fanatical	The Nemesis is obsessed with a specific outcome chosen by the GM. Any Tests made to assure this outcome happens is at a +10 Bonus. Any actions dealing with anything else while the Nemesis has the possibility of assuring said outcome is at a -10 Penalty.
Suspicious	The Nemesis is quick to sniff out problems or plans against them. +20 to Skills dealing with finding plans of any Attacker.
Boastful	The Nemesis is more likely to explain plans or their winning outcomes to the Party. Must pass a -30 Charisma Test to not boast. Any other time the Nemesis makes a Charisma Test, it is at a +10 Bonus.
Morbid	The Nemesis is not afraid of death, which allows them to not hold back in a fight. The Nemesis ignores Fatigue and the effects of Pinning, but cannot fall back during a major battle.
Respectful	The Nemesis shows deep respect for their Opponents. This gives them a +10 Bonus To Hit in one vs. one duels. The Character, when outside of a one vs. one duel, will take a -10 to Evasion while in Combat.
Penitent	The Nemesis acts out of sorrow for past sins. +10 to Deception against the Nemesis based on actions they're trying to atone for. -10 to any other Social Skill dealing with the Nemesis.
Lucky	The Nemesis gains one point of Luck to use during a major battle. This Luck can only be used for the Nemesis to survive and attempt to escape.
Kind-Hearted	The Nemesis is more understandable and caring. This gives the Players a +10 Bonus to Negotiations against the Nemesis, while the Nemesis gains a +10 Bonus to all Charisma and Leadership Tests.
Trustworthy	The Nemesis is trustworthy, their word is their honor and they will not go back on it.
Scarring	The Nemesis is able to scar a Player when Damage is dealt. This can be used only once. This scar can be anything from a visible wound that does not fade, to even an extreme laceration.
Gray	The Nemesis' actions are not one of pure good or evil, but a middle ground of opposing views. The Nemesis takes no Penalties or Bonuses when dealing with NPC Disposition.
Blood	The Nemesis is a relative, or in some way, important or related to a Party Member. Use sparingly.

Heavy Weapons		
BESTIARY LEVEL	**ABILITY**	**SKILL**
Normal	Heavy Preparation	Survival
	Gather Senses	Athletics
	Always Ready	Intimidation
Heroic	Quickdraw	Evasion
	Under Control	Athletics +10
	Mind Timer	Investigation
Legendary	Rapid Reload	Evasion +10
	Strong Back	Survival +10
	Mobile Fire	Intimidation +10

Vehicle Expert		
BESTIARY LEVEL	**ABILITY**	**SKILL**
Normal	Mobile Fire	Technology
	Eagle Eye	Pilot (Air or Ground)
	Gather Senses	Navigation
Heroic	Manslaughter	Pilot +10
	Battle Mind	Navigation +10
	Aviator	Stunting
Legendary	Air Time	Pilot +20
	Resilient	Navigation +20
	Wheelman	Stunting +10

Marksman		
BESTIARY LEVEL	**ABILITY**	**SKILL**
Normal	Marksman	Camouflage
	Eagle Eye	Athletics
	Clear Target	Navigation
Heroic	Battle Mind	Camouflage +10
	Rapid Reload	Athletics +10
	Snapshot	Navigation +10
Legendary	Triangulation	Evasion
	Focused Warrior	Camouflage +20
	Break Shot	Investigation

Close Quarters		
BESTIARY LEVEL	**ABILITY**	**SKILL**
Normal	Evasive Maneuvers	Survival
	Disarm	Athletics
	Hand-To-Hand Basics	Investigation
Heroic	Shotfun	Athletics +10
	Mobile Fire	Investigation +10
	Bound Back	Evasion
Legendary	Quick Toss	Survival +10
	Disarm (Improved)	Athletics +20
	Rush	Evasion +10

Battlefield Medic		
BESTIARY LEVEL	**ABILITY**	**SKILL**
Normal	Cynical	Investigation
	Stabilization	Medication
	Under Control	Technology
Heroic	Battle Mind	Evasion
	Always Ready	Investigation +10
	Medical Insight	Medication +10
Legendary	Blur	Evasion +10
	Mobile Fire	Investigation +10
	Medical Prowess	Technology +10

Demolitions		
BESTIARY LEVEL	**ABILITY**	**SKILL**
Normal	Eagle Eye	Demolitions
	Gather Senses	Athletics
	Under Control	Investigation
Heroic	Aggressive Advance	Demolitions +10
	Blur	Investigation +10
	Triangulation	Camoflauge
Legendary	Vault	Demolitions +20
	Under Control	Camouflage +10
	Mind Timer	Investigation +20

Technician/Comms		
BESTIARY LEVEL	**ABILITY**	**SKILL**
Normal	Alien Tech	Command
	One Enemy Language	Technology
	Battle Mind	Investigation
Heroic	Reliable Reputation	Command +10
	Quickdraw	Technology +10
	Peer	Evasion
Legendary	Gather Senses	Investigation +10
	Mind Timer	Technology +20
	Triangulation	Evasion +10

Point Man		
BESTIARY LEVEL	**ABILITY**	**SKILL**
Normal	Fast Foot	Athletics
	Resilient	Survival
	Gather Senses	Investigation
Heroic	Adept Marksman	Athletics +10
	Eagle Eye	Survival +10
	Investigation +10	Evasion
Legendary	Focused Warrior	Camouflage
	Mobile Fire	Athletics +20
	Snapshot	Evasion +10

Recon/Infiltration		
BESTIARY LEVEL	**ABILITY**	**SKILL**
Normal	Eagle Eye	Camouflage
	Exceptional Hearing	Athletics
	Always Ready	Investigation
Heroic	Clear Target	Camouflage +10
	Disarm	Athletics +10
	Gather Senses	Cryptography
Legendary	Mobile Fire	Camouflage +20
	Outstanding Olfactory	Athletics +20
	Resilient	Navigation

Resource/Support		
BESTIARY LEVEL	**ABILITY**	**SKILL**
Normal	+2 Support Points	Technology
	Chosen Education +5	Security
	Quick Draw	Investigation
Heroic	One Eye Open	Interrogation
	Peer	Navigation
	Eagle Eye	Security +10
Legendary	Alien Tech	Technology +10
	Always Ready	Cryptography
	Inspiration	Appeal

Duelist		
BESTIARY LEVEL	**ABILITY**	**SKILL**
Normal	Dual Wielding Melee	Evasion
	Dual Wielding Range	Survival
	Battle Mind	Athletics
Heroic	Quickdraw	Evasion +10
	Rush	Athletics +10
	Clear Target	Stunting
Legendary	Swift Shot	Evasion +20
	Fast Foot	Athletics +20
	Evasive Maneuvers	Stunting +10

Command		
BESTIARY LEVEL	**ABILITY**	**SKILL**
Normal	Order of Things	Command
	Under Control	Appeal
	Reliable Reputation	Investigation
Heroic	Inspiration	Command +10
	Battle Mind	Appeal +10
	Gather Senses	Intimidation
Legendary	Mind Timer	Command +20
	Peer	Intimidation +10
	Valorous	Investigation +10

Logistics		
BESTIARY LEVEL	**ABILITY**	**SKILL**
Normal	Chosen Education +5	Cryptography
	Exceptional Hearing	Security
	One Enemy Language	Technology
Heroic	Battle Mind	Cryptography +10
	Alien Tech	Security +10
	Triangulation	Technology +10
Legendary	Vault	Cryptography +20
	Wheelman	Security +20
	Under Control	Technology +20

Medical Corpsman		
BESTIARY LEVEL	**ABILITY**	**SKILL**
Normal	Cynical	Investigation
	Stabilization	Medication
	Under Control	Technology
Heroic	Blur	Medication +10
	Medical Insight	Technology +10
	Gather Senses	Investigation +10
Legendary	Stabilization	Medication +20
	Medical Prowess	Technology +20
	Second Chance	Evasion

UNSC or Insurrectionist Army Soldier

"Earth or beyond, we'll fight for the soil under out boots."

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
1	40	35	35	40	35	35	40	45	35	35
2	45	40	40	45	40	40	45	50	40	40
3	50	45	45	50	45	45	50	55	45	45
4	55	50	50	55	50	50	55	60	50	50
5	60	55	55	60	55	55	60	65	55	55

PHYSICAL ATTRIBUTES	
HEIGHT	170 centimeters (5'6 ft.) – 193 centimeters (6'4 ft.)
WEIGHT	58 kilograms (130 lb.) – 104 kilograms (230 lb.)
SIZE	Normal

SOLDIER TYPE SPECIAL RULES

SQUAD UP: When with others from the Army, Marine, Air Force, Navy, ORION, ODST, Militiaman, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	64	20	--
Normal	128	22	--
Heroic	192	25	1
Legendary	256	28	2
Nemesis	320	30	5

ARMOR RATING				
ERA	HEAD	ARMS	CHEST	LEGS
PRE-WAR	17	18	19	18
COV WAR	18	19	20	19
POST WAR	19	19	20	20



POINT MAN EQUIPMENT	
MA5 series Assault Rifle	Hardcase
M6 series or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Hardcases	UNSC/Insurrectionist BDU
WEAPON TRAINING	
Faction Weapon Training	

MARKSMAN EQUIPMENT	
M392 DMR or M395 DMR	Hardcase
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical eyepiece
Two tactical Hardcases	UNSC/Insurrectionist BDU
WEAPON TRAINING	
Faction Weapon Training	

CLOSE QUARTERS EQUIPMENT	
M45 Tactical Shotgun	Hardcase
M6 series pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical eyepiece
Two tactical Hardcases	UNSC/Insurrectionist BDU
WEAPON TRAINING	
Faction Weapon Training	

HEAVY SUPPORT EQUIPMENT	
AIE-486H Heavy Machine Gun	Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical Softcase	UNSC/Insurrectionist BDU
WEAPON TRAINING	
Faction Weapon Training	Machine Guns

HEAVY SQUAD SUPPORT EQUIPMENT	
M735 Light Machine Gun or HMG-38	Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical Softcase	UNSC/Insurrectionist BDU
WEAPON TRAINING	
Faction Weapon Training	Machine Guns

LONG RANGED SPECIALIST EQUIPMENT	
Sniper Rifle System Rifle or Sniper Rifle System 99	Tactical Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Two Flashbang	Holographic Tactical eyepiece
Tactical Softcase	UNSC/Insurrectionist BDU
WEAPON TRAINING	
Faction Weapon Training	Sniper Rifles and Long Range

ANTI-ARMOR EQUIPMENT	
M41 Rocket Launcher	Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical Softcase	UNSC/Insurrectionist BDU
WEAPON TRAINING	
Faction Weapon Training	Explosive Launcher

Colonial Militiaman

"We won't be getting reinforcements for another week. Too bad for them, that means this'll only be a fair fight for a short time."

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
1	35	40	35	40	40	35	40	40	40	35
2	40	45	40	45	45	40	45	45	45	40
3	45	50	45	50	50	45	50	50	50	45
4	50	55	50	55	55	50	55	55	55	50
5	55	60	55	60	60	55	60	60	60	55

PHYSICAL ATTRIBUTES	
HEIGHT	**170 centimeters (5'6 ft.) – 193 centimeters (6'4 ft.)**
WEIGHT	**58 kilograms (130 lb.) – 104 kilograms (230 lb.)**
SIZE	**Normal**

SOLDIER TYPE SPECIAL RULES

SQUAD UP: When with others from the Army, Marine, Air Force, Navy, ORION, ODST, Militiaman, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	40	20	--
Normal	80	22	--
Heroic	120	25	1
Legendary	180	28	2
Nemesis	200	30	5

ARMOR RATING				
ERA	HEAD	ARMS	CHEST	LEGS
PRE-WAR	17	18	19	18
COV WAR	18	19	20	19
POST WAR	19	19	20	20



MARKSMAN EQUIPMENT	
M392 DMR	Hardcase
M6 series Pistol of the time	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Hardcases	UNSC Battle Dress Uniform
WEAPON TRAINING	
Faction Weapon Training	

ASSAULT EQUIPMENT	
MA37 Assault Rifle	Hardcase
M6 series Pistol of the time	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Hardcases	UNSC Battle Dress Uniform
WEAPON TRAINING	
Faction Weapon Training	

CLOSE QUARTERS EQUIPMENT	
M90 SCAWS Shotgun	Hardcase
M6 series Pistol	***Flashlight***
Two M9 Dual-Purpose Grenades	***Combat Knife***
Two Flashbang Grenades	***Holographic Tactical eyepiece***
Two tactical Hardcases	***UNSC Battle Dress Uniform***
WEAPON TRAINING	
Faction Weapon Training	

MID-RANGE EQUIPMENT	
Two M7 Caseless SMG	Hardcase
Two M9 Dual-Purpose Grenades	Flashlight
Two Flashbang Grenades	Combat Knife
Two tactical Hardcases	Holographic Tactical eyepiece
Two tactical Softcases	UNSC Battle Dress Uniform
WEAPON TRAINING	
Faction Weapon Training	

UNSC or Insurrectionist Marine Soldier

"We're best of the best, and we'll prove it to anyone who disagrees."

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
1	40	35	35	40	40	35	40	40	35	40
2	45	40	40	45	45	40	45	45	40	45
3	50	45	45	50	50	45	50	50	45	50
4	55	50	50	55	55	50	55	55	50	55
5	60	55	55	60	60	55	60	60	55	60

PHYSICAL ATTRIBUTES	
HEIGHT	**170 centimeters (5'6 ft.) – 193 centimeters (6'4 ft.)**
WEIGHT	**58 kilograms (130 lb.) – 104 kilograms (230 lb.)**
SIZE	**Normal**

SOLDIER TYPE SPECIAL RULES

SQUAD UP: When with others from the Army, Marine, Air Force, Navy, ORION, ODST, Militiaman, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	80	20	--
Normal	100	22	--
Heroic	240	25	1
Legendary	320	28	2
Nemesis	400	30	5

ARMOR RATING				
ERA	HEAD	ARMS	CHEST	LEGS
PRE-WAR	17	18	19	18
COV WAR	18	19	20	19
POST WAR	19	19	20	20



POINT MAN EQUIPMENT	
MA5 series Assault Rifle	Hardcase
M6 series Pistol of the time	**Flashlight**
Two M9 Dual-Purpose Grenades	**Combat Knife**
Two Flashbang Grenades	**Holographic Tactical Eyepiece**
Two tactical Softcases	**UNSC/Insurrectionist Battle Dress Uniform**
ADDITIONAL WEAPON TRAINING	
Faction Weapon Training	

MARKSMAN EQUIPMENT	
BR55 or BR85 Battle Rifle	Hardcase
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical eyepiece
Two tactical Hardcases	UNSC/Insurrectionist BDU
ADDITIONAL WEAPON TRAINING	
Faction Weapon Training	

CLOSE QUARTERS EQUIPMENT	
M90 Close Assault Weapon System Shotgun	Hardcase
M6 series pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical eyepiece
Two tactical Hardcases	UNSC/Insurrectionist BDU
ADDITIONAL WEAPON TRAINING	
Faction Weapon Training	

HEAVY SUPPORT EQUIPMENT	
AIE-486H Heavy Machine Gun	Hardcase
M6 series Pistol	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical eyepiece
Two tactical Hardcases	UNSC/Insurrectionist BDU
ADDITIONAL WEAPON TRAINING	
Faction Weapon Training	Machine Guns

HEAVY SQUAD SUPPORT EQUIPMENT	
M735 Light Machine Gun or HMG-38	Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical Softcase	UNSC/Insurrectionist BDU
ADDITIONAL WEAPON TRAINING	
Faction Weapon Training	Machine Guns

LONG RANGED SPECIALIST EQUIPMENT	
Sniper Rifle System Rifle or Sniper Rifle System 99	Tactical Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Two Flashbang	Holographic Tactical eyepiece
Tactical Softcase	UNSC/Insurrectionist BDU
ADDITIONAL WEAPON TRAINING	
Faction Weapon Training	Sniper Rifles and Long Range

ANTI-ARMOR EQUIPMENT	
M57 Pilum Rocket Launcher	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical Softcase	UNSC/Insurrectionist BDU
ADDITIONAL WEAPON TRAINING	
Faction Weapon Training	Explosive Launcher

UNSC or Insurrectionist Air Force Soldier

"Just remember, boys. We're the apex predators."

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
1	35	40	40	40	35	40	40	35	40	35
2	40	45	45	45	40	45	45	40	45	40
3	45	50	50	50	45	50	50	45	50	45
4	50	55	55	55	50	55	55	50	55	50
5	55	60	60	60	55	60	60	55	60	55

PHYSICAL ATTRIBUTES	
HEIGHT	**170 centimeters (5'6 ft.) – 193 centimeters (6'4 ft.)**
WEIGHT	**58 kilograms (130 lb.) – 104 kilograms (230 lb.)**
SIZE	**Normal**

SOLDIER TYPE SPECIAL RULES

SQUAD UP: When with others from the Army, Marine, Air Force, Navy, ORION, ODST, Militiaman, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

POINT MAN EQUIPMENT	
MA5 series Assault Rifle	Hardcase
M6 series Pistol of the time	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Hardcases	UNSC/Insurrectionist BDU
WEAPON TRAINING	
Faction Weapon Training	

MARKSMAN EQUIPMENT	
BR55 or BR85 Battle Rifle	Hardcase
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical eyepiece
Two tactical Hardcases	UNSC/Insurrectionist BDU
WEAPON TRAINING	
Faction Weapon Training	

CLOSE QUARTERS EQUIPMENT	
M90 Close Assault Weapon System Shotgun	Hardcase
M6 series pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical eyepiece
Two tactical Hardcases	UNSC/Insurrectionist BDU
WEAPON TRAINING	
Faction Weapon Training	

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	70	20	--
Normal	140	22	--
Heroic	210	25	1
Legendary	280	28	2
Nemesis	350	30	5



ARMOR RATING				
ERA	HEAD	ARMS	CHEST	LEGS
PRE-WAR	17	18	19	18
COV WAR	18	19	20	19
POST WAR	19	19	20	20

UNSC or Insurrectionist Navy Technician

"I can do it blindfolded, sir."

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
1	35	40	40	35	35	40	40	40	40	35
2	40	45	45	40	40	45	45	45	45	40
3	45	50	50	45	45	50	50	50	50	45
4	50	55	55	50	50	55	55	55	55	50
5	55	60	60	55	55	60	60	60	60	55

PHYSICAL ATTRIBUTES	
HEIGHT	**170 centimeters (5'6 ft.) – 193 centimeters (6'4 ft.)**
WEIGHT	**58 kilograms (130 lb.) – 104 kilograms (230 lb.)**
SIZE	**Normal**

SOLDIER TYPE SPECIAL RULES

SQUAD UP: When with others from the Army, Marine, Air Force, Navy, ORION, ODST, Militiaman, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

STANDARD EQUIPMENT	
M6 series or M6J Carbine Variant	Two Large Tactical Softcases
UNSC Portable TACPAD	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Multi-Tool Kit	Holographic Tactical Eyepiece
Six tactical Softcases	UNSC/Insurrectionist Battle Dress Uniform
WEAPON TRAINING	
Faction Weapon Training	

GUARD EQUIPMENT	
BR55 or BR85 Battle Rifle	Hardcase
M6 series Pistol or M6J Carbine	Flashlight
UNSC Portable TACPAD	Combat Knife
Multi-Tool Kit	Holographic Tactical eyepiece
Three Tactical Hardcases	UNSC/Insurrectionist BDU
WEAPON TRAINING	
Faction Weapon Training	

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	52	20	--
Normal	104	22	--
Heroic	156	25	1
Legendary	208	28	2
Nemesis	260	30	5



ARMOR RATING				
ERA	HEAD	ARMS	CHEST	LEGS
PRE-WAR	17	18	19	18
COV WAR	18	19	20	19
POST WAR	19	19	20	20

UNSC Marine Corps Orbital Drop Shock Troopers

"We go feet first, sir!"

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
1	45	45	45	55	50	35	40	45	35	35
2	50	50	50	60	55	40	45	50	40	40
3	55	55	55	65	60	45	50	55	45	45
4	60	60	60	70	65	50	55	60	50	50
5	65	65	65	75	70	55	60	65	55	55

PHYSICAL ATTRIBUTES	
HEIGHT	170 centimeters (5'6 ft.) – 193 centimeters (6'4 ft.)
WEIGHT	58 kilograms (130 lb.) – 104 kilograms (230 lb.)
SIZE	Normal

SOLDIER TYPE SPECIAL RULES

SQUAD UP: When with others from the Army, Marine, Air Force, Navy, ORION, ODST, Militiaman, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	128	20	--
Normal	256	22	--
Heroic	384	25	1
Legendary	512	28	2
Nemesis	640	30	5

ARMOR RATING				
ERA	HEAD	ARMS	CHEST	LEGS
PRE-WAR	20	19	20	19
COV WAR	20	19	20	19
POST WAR	21	20	21	20



POINT MAN EQUIPMENT	
MA5 series Assault Rifle of the time	Hardcase
M6 series or M6J Carbine Variant	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Hardcases	ODST BDU of Choice
WEAPON TRAINING	
Faction Weapon Training	

ASSAULT AND AMBUSH EQUIPMENT	
M7 Silenced Caseless Submachine Gun	Hardcase
M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical eyepiece
Two tactical Hardcases	ODST BDU of Choice
WEAPON TRAINING	
Faction Weapon Training	

CLOSE QUARTERS EQUIPMENT	
M45 Tactical Shotgun	Hardcase
M6 series pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical eyepiece
Two tactical Hardcases	ODST BDU of Choice
WEAPON TRAINING	
Faction Weapon Training	

GENERAL PURPOSE GUNNERY EQUIPMENT	
M247 Machine Gun	Hardcase
M6 series Pistol	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Flashbang Grenade	Holographic Tactical eyepiece
One tactical Softcase	ODST BDU of Choice
WEAPON TRAINING	
Faction Weapon Training	Machine Guns

LONG RANGED SPECIALIST EQUIPMENT	
Sniper Rifle System rifle	Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Two Flashbang Grenades	Holographic Tactical eyepiece
Two tactical Softcase	ODST BDU of Choice
WEAPON TRAINING	
Faction Weapon Training	Sniper Rifles and Long Range

ANTI-ARMOR EQUIPMENT	
M41 Rocket Launcher	Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical Softcase	ODST BDU of Choice
WEAPON TRAINING	
Faction Weapon Training	Explosive Launchers

MARKSMAN EQUIPMENT	
BR55 or BR85 Battle Rifle	Hardcase
M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical eyepiece
Two tactical Hardcases	ODST BDU of Choice
WEAPON TRAINING	
Faction Weapon Training	

UNSC/ONI Section I Operative

"<\ CLEARANCE: Classified [Level [redacted] and above]"

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
1	35	35	35	40	35	40	40	40	40	40
2	40	40	40	45	40	45	45	45	45	45
3	45	45	45	50	45	50	50	50	50	50
4	50	50	50	55	50	55	55	55	55	55
5	55	55	55	60	55	60	60	60	60	60

PHYSICAL ATTRIBUTES	
HEIGHT	**170 centimeters (5'6 ft.) – 193 centimeters (6'4 ft.)**
WEIGHT	**58 kilograms (130 lb.) – 104 kilograms (230 lb.)**
SIZE	**Normal**

SOLDIER TYPE SPECIAL RULES

It is never obvious to the Players, or sometimes even other NPCs, that this Character is an ONI Operative. Other players will only ever know the Character is an ONI Operative if they are told so beforehand.

SQUAD UP: When with others from the Army, Marine, Air Force, Navy, ORION, ODST, Militiaman, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	36	20	--
Normal	72	22	--
Heroic	108	25	1
Legendary	144	28	2
Nemesis	180	30	5

ARMOR RATING				
ERA	HEAD	ARMS	CHEST	LEGS
PRE-WAR	17	18	19	18
COV WAR	18	19	20	19
POST WAR	19	19	20	20

ONI ODST

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
1	45	45	45	55	50	35	40	45	35	35
2	50	50	50	60	55	40	45	50	40	40
3	55	55	55	65	60	45	50	55	45	45
4	60	60	60	70	65	50	55	60	50	50
5	65	65	65	75	70	55	60	65	55	55

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	128	20	--
Normal	256	22	--
Heroic	384	25	1
Legendary	512	28	2
Nemesis	640	30	5

ARMOR RATING				
ERA	HEAD	ARMS	CHEST	LEGS
PRE-WAR	20	19	20	19
COV WAR	20	19	20	19
POST WAR	21	20	21	20

STANDARD EQUIPMENT	
MA5 series Assault Rifle of the time	Hardcase
WAYPOINT Comm	Flashlight
Interrogator Translator	Combat Knife
Spoofer	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC Battle Dress Uniform
WEAPON TRAINING	
Faction Weapon Training	

MARKSMAN EQUIPMENT	
BR55 or BR85	Hardcase
WAYPOINT Comm	Flashlight
Interrogator Translator	Combat Knife
Spoofer	Holographic Tactical eyepiece
One tactical Softcase	UNSC Battle Dress Uniform
WEAPON TRAINING	
Faction Weapon Training	

CLOSE QUARTERS EQUIPMENT	
M45 Tactical Shotgun	Hardcase
WAYPOINT Comm	Flashlight
Interrogator Translator	Combat Knife
Spoofer	Holographic Tactical eyepiece
Two tactical Softcases	UNSC Battle Dress Uniform
WEAPON TRAINING	
Faction Weapon Training	



UNSC ORION Project Augmented Soldier
"Spartan 1/1.1"

"You were the best of the best, and we made you better."

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
1	45	45	45	55	50	35	40	45	35	35
2	50	50	50	60	55	40	45	50	40	40
3	55	55	55	65	60	45	50	55	45	45
4	60	60	60	70	65	50	55	60	50	50
5	65	65	65	75	70	55	60	65	55	55
--	+1	+1	+1	MYTHIC CHARACTERISTICS						

PHYSICAL ATTRIBUTES	
HEIGHT	170 centimeters (5'6 ft.) – 193 centimeters (6'4 ft.)
WEIGHT	58 kilograms (130 lb.) – 104 kilograms (230 lb.)
SIZE	Normal

SOLDIER TYPE SPECIAL RULES

SQUAD UP: When with others from the Army, Marine, Air Force, Navy, ORION, ODST, Militiaman, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	128	20	--
Normal	256	22	--
Heroic	384	25	1
Legendary	512	28	2
Nemesis	640	30	5

ARMOR RATING				
ERA	HEAD	ARMS	CHEST	LEGS
PRE-WAR	20	19	20	19
COV WAR	20	19	20	19
POST WAR	21	20	21	20



POINT MAN EQUIPMENT	
MA5 series Assault Rifle	Hardcase
M6 series or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Hardcases	UNSC/Insurrectionist BDU
WEAPON TRAINING	
Faction Weapon Training	

MARKSMAN EQUIPMENT	
M392 DMR or M395 DMR	Hardcase
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical eyepiece
Two tactical Hardcases	UNSC/Insurrectionist BDU
WEAPON TRAINING	
Faction Weapon Training	

CLOSE QUARTERS EQUIPMENT	
M45 Tactical Shotgun	Hardcase
M6 series pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical eyepiece
Two tactical Hardcases	UNSC/Insurrectionist BDU
WEAPON TRAINING	
Faction Weapon Training	

HEAVY SUPPORT EQUIPMENT	
AIE-486H Heavy Machine Gun	Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical Softcase	UNSC/Insurrectionist BDU
WEAPON TRAINING	
Faction Weapon Training	Machine Guns

HEAVY SQUAD SUPPORT EQUIPMENT	
M735 Light Machine Gun or HMG-38	Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical Softcase	UNSC/Insurrectionist BDU
WEAPON TRAINING	
Faction Weapon Training	Machine Guns

LONG RANGED SPECIALIST EQUIPMENT	
Sniper Rifle System Rifle or Sniper Rifle System 99	Tactical Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Two Flashbang	Holographic Tactical eyepiece
Tactical Softcase	UNSC/Insurrectionist BDU
WEAPON TRAINING	
Faction Weapon Training	Sniper Rifles and Long Range

ANTI-ARMOR EQUIPMENT	
M41 Rocket Launcher	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical Softcase	UNSC/Insurrectionist BDU
WEAPON TRAINING	
Faction Weapon Training	Explosive Launcher

UNSC/ONI Spartan II Augmented Soldier

"My Spartans are Humanity's next step."

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
1	65	60	65	55	55	40	45	50	20	40
2	70	65	70	60	60	45	50	55	25	45
3	75	70	75	65	65	50	55	60	30	50
4	80	75	80	70	70	55	60	65	35	55
5	85	80	85	75	75	60	65	70	40	60
--	+3	+3	+3	MYTHIC CHARACTERISTICS						

PHYSICAL ATTRIBUTES	
HEIGHT	193 centimeters (6'4 ft.) – 226 centimeters (7'5 ft.)
WEIGHT	172 kilograms (380 lb.) – 181 kilograms (400 lb.)
SIZE	Large

SOLDIER TYPE SPECIAL RULES

SQUAD UP: When with others from the Spartan II, Spartan III, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	380	40	1
Normal	760	43	1
Heroic	1,140	46	2
Legendary	1,520	49	2
Nemesis	1,900	52	5

ARMOR RATING: MJOLNIR Mark IV			+100 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
ANY	25	25	26	25
STRENGTH MODIFIER		AGILITY MODIFIER		
+10 Strength		+10 Agility		
+1 Mythic Strength		+1 Mythic Agility		

ARMOR RATING: MJOLNIR Mark V			+125 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
ANY	26	26	26	26
SHIELD INTEGRITY	RECHARGE DELAY		RECHARGE RATE	
125	3		25	
STRENGTH MODIFIER		AGILITY MODIFIER		
+15 Strength		+10 Agility		
+2 Mythic Strength		+2 Mythic Agility		

ARMOR RATING: MJOLNIR Mark VI			+150 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
ANY	27	26	27	26
SHIELD INTEGRITY	RECHARGE DELAY		RECHARGE RATE	
125	2		50	
STRENGTH MODIFIER		AGILITY MODIFIER		
+20 Strength		+10 Agility		
+2 Mythic Strength		+2 Mythic Agility		

ARMOR RATING: GEN II MARK I			+175 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
ANY	28	27	28	27
SHIELD INTEGRITY	RECHARGE DELAY		RECHARGE RATE	
150	2		50	
STRENGTH MODIFIER		AGILITY MODIFIER		
+20 Strength		+10 Agility		
+3 Mythic Strength		+3 Mythic Agility		

POINT MAN EQUIPMENT	
MA5 series Assault Rifle	Hardcase
M6 series or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Two tactical Softcases

MARKSMAN EQUIPMENT	
M392 DMR or M395 DMR	Hardcase
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Flashbang Grenade	One tactical Softcase

CLOSE QUARTERS EQUIPMENT	
M45 Tactical Shotgun	Hardcase
M6 series pistol or M6J Carbine	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Three Flashbang Grenades	Two tactical Softcases

HEAVY SUPPORT EQUIPMENT	
AIE-486H Heavy Machine Gun	Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Flashbang	One tactical Softcase

HEAVY SQUAD SUPPORT EQUIPMENT	
M735 Light Machine Gun or HMG-38	Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Flashbang	One tactical Softcase

LONG RANGED SPECIALIST EQUIPMENT	
Sniper Rifle System Rifle or Sniper Rifle System 99	Tactical Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Two Flashbang	Tactical Softcase

ANTI-ARMOR EQUIPMENT	
M41 Rocket Launcher	Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Flashbang	One tactical Softcase



ALPHA and BETA Spartan III Augmented Soldier

"Make the units better with new technology. Make more of them. And make them cheaper."

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
1	60	60	55	55	55	40	45	55	25	35
2	65	65	60	60	60	45	50	60	30	40
3	70	70	65	65	65	50	55	65	35	45
4	75	75	70	70	70	55	60	70	40	50
5	80	80	75	75	75	60	65	75	45	55
--	+3	+3	+3	MYTHIC CHARACTERISTICS						

PHYSICAL ATTRIBUTES	
HEIGHT	193 centimeters (6'4 ft.) – 226 centimeters (7'5 ft.)
WEIGHT	172 kilograms (380 lb.) – 181 kilograms (400 lb.)
SIZE	Large

SOLDIER TYPE SPECIAL RULES

SQUAD UP: When with others from the Spartan II, Spartan III, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	380	40	1
Normal	760	43	1
Heroic	1,140	46	2
Legendary	1,520	49	2
Nemesis	1,900	52	5

ARMOR RATING: MJOLNIR Mark IV			+100 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
ANY	25	25	26	25
STRENGTH MODIFIER		AGILITY MODIFIER		
+10 Strength		+10 Agility		
+1 Mythic Strength		+1 Mythic Agility		

ARMOR RATING: MJOLNIR Mark V			+125 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
ANY	26	26	26	26
SHIELD INTEGRITY	RECHARGE DELAY		RECHARGE RATE	
125	3		25	
STRENGTH MODIFIER		AGILITY MODIFIER		
+15 Strength		+10 Agility		
+2 Mythic Strength		+2 Mythic Agility		

ARMOR RATING: MJOLNIR Mark VI			+150 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
ANY	27	26	27	26
SHIELD INTEGRITY	RECHARGE DELAY		RECHARGE RATE	
125	2		50	
STRENGTH MODIFIER		AGILITY MODIFIER		
+20 Strength		+10 Agility		
+2 Mythic Strength		+2 Mythic Agility		

ARMOR RATING: GEN II MARK I			+175 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
ANY	28	27	28	27
SHIELD INTEGRITY	RECHARGE DELAY		RECHARGE RATE	
150	2		50	
STRENGTH MODIFIER		AGILITY MODIFIER		
+20 Strength		+10 Agility		
+3 Mythic Strength		+3 Mythic Agility		

POINT MAN EQUIPMENT	
MA5K Carbine	Hardcase
M6 series or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Two tactical Softcases

ASSAULT AND AMBUSH EQUIPMENT	
Two M7 Silenced Submachine Guns	Hardcase
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Flashbang Grenade	One tactical Softcase

CLOSE QUARTERS EQUIPMENT	
M45 Tactical Shotgun	Hardcase
M6 series pistol or M6J Carbine	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Three Flashbang Grenades	Two tactical Softcases

HEAVY SUPPORT EQUIPMENT	
AIE-486H Heavy Machine Gun	Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Flashbang	One tactical Softcase

HEAVY SQUAD SUPPORT EQUIPMENT	
M735 Light Machine Gun or HMG-38	Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Flashbang	One tactical Softcase

LONG RANGED SPECIALIST EQUIPMENT	
Sniper Rifle System Rifle or Sniper Rifle System 99	Tactical Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Two Flashbang	Tactical Softcase

ANTI-ARMOR EQUIPMENT	
M41 Rocket Launcher	Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Flashbang	One tactical Softcase



GAMMA Spartan III Augmented Soldier

"Make the units better with new technology. Make more of them. And make them cheaper."

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
1	65	60	60	55	55	40	45	55	25	35
2	70	65	65	60	60	45	50	60	30	40
3	75	70	70	65	65	50	55	65	35	45
4	80	75	75	70	70	55	60	70	40	50
5	85	80	80	75	75	60	65	75	45	55
--	+3	+3	+3	MYTHIC CHARACTERISTICS						

PHYSICAL ATTRIBUTES	
HEIGHT	193 centimeters (6'4 ft.) – 226 centimeters (7'5 ft.)
WEIGHT	172 kilograms (380 lb.) – 181 kilograms (400 lb.)
SIZE	Large

SOLDIER TYPE SPECIAL RULES

SQUAD UP: When with others from the Spartan II, Spartan III, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	380	40	1
Normal	760	43	1
Heroic	1,140	46	2
Legendary	1,520	49	2
Nemesis	1,900	52	5

ARMOR RATING: MJOLNIR Mark IV			+100 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
ANY	25	25	26	25
STRENGTH MODIFIER		AGILITY MODIFIER		
+10 Strength		+10 Agility		
+1 Mythic Strength		+1 Mythic Agility		

ARMOR RATING: MJOLNIR Mark V			+125 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
ANY	26	26	26	26
SHIELD INTEGRITY	RECHARGE DELAY		RECHARGE RATE	
125	3		25	
STRENGTH MODIFIER		AGILITY MODIFIER		
+15 Strength		+10 Agility		
+2 Mythic Strength		+2 Mythic Agility		

ARMOR RATING: MJOLNIR Mark VI			+150 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
ANY	27	26	27	26
SHIELD INTEGRITY	RECHARGE DELAY		RECHARGE RATE	
125	2		50	
STRENGTH MODIFIER		AGILITY MODIFIER		
+20 Strength		+10 Agility		
+2 Mythic Strength		+2 Mythic Agility		

ARMOR RATING: GEN II MARK I			+175 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
ANY	28	27	28	27
SHIELD INTEGRITY	RECHARGE DELAY		RECHARGE RATE	
150	2		50	
STRENGTH MODIFIER		AGILITY MODIFIER		
+20 Strength		+10 Agility		
+3 Mythic Strength		+3 Mythic Agility		

POINT MAN EQUIPMENT	
MA5K Carbine	Hardcase
M6 series or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Two tactical Softcases

ASSAULT AND AMBUSH EQUIPMENT	
Two M7 Silenced Submachine Guns	Hardcase
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Flashbang Grenade	One tactical Softcase

CLOSE QUARTERS EQUIPMENT	
M45 Tactical Shotgun	Hardcase
M6 series pistol or M6J Carbine	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Three Flashbang Grenades	Two tactical Softcases

HEAVY SUPPORT EQUIPMENT	
AIE-486H Heavy Machine Gun	Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Flashbang	One tactical Softcase

HEAVY SQUAD SUPPORT EQUIPMENT	
M735 Light Machine Gun or HMG-38	Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Flashbang	One tactical Softcase

LONG RANGED SPECIALIST EQUIPMENT	
Sniper Rifle System Rifle or Sniper Rifle System 99	Tactical Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Two Flashbang	Tactical Softcase

ANTI-ARMOR EQUIPMENT	
M41 Rocket Launcher	Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Flashbang	One tactical Softcase



UNSC Spartan IV Augmented Soldier

"You are Spartans now. You stand side by side with your Spartan brothers and sisters."

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
1	65	65	60	55	50	40	45	55	30	30
2	70	60	65	60	55	45	50	60	35	35
3	75	75	70	65	60	50	55	65	40	40
4	80	80	75	70	65	55	60	70	45	45
5	85	85	80	75	70	60	65	75	50	50
--	+3	+3	+3	MYTHIC CHARACTERISTICS						

PHYSICAL ATTRIBUTES	
HEIGHT	175 centimeters (5'8 ft.) – 226 centimeters (7'5 ft.)
WEIGHT	82 kilograms (180 lb.) – 181 kilograms (400 lb.)
SIZE	Large

SOLDIER TYPE SPECIAL RULES

SQUAD UP: When with others from the Spartan II, Spartan III, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	380	40	1
Normal	760	43	1
Heroic	1,140	46	2
Legendary	1,520	49	2
Nemesis	1,900	52	5

ARMOR RATING: MJOLNIR Mark IV			+100 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
ANY	25	25	26	25
STRENGTH MODIFIER		AGILITY MODIFIER		
+10 Strength		+10 Agility		
+1 Mythic Strength		+1 Mythic Agility		

ARMOR RATING: MJOLNIR Mark V			+125 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
ANY	26	26	26	26
SHIELD INTEGRITY	RECHARGE DELAY		RECHARGE RATE	
125	3		25	
STRENGTH MODIFIER		AGILITY MODIFIER		
+15 Strength		+10 Agility		
+2 Mythic Strength		+2 Mythic Agility		

ARMOR RATING: MJOLNIR Mark VI			+150 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
ANY	27	26	27	26
SHIELD INTEGRITY	RECHARGE DELAY		RECHARGE RATE	
125	2		50	
STRENGTH MODIFIER		AGILITY MODIFIER		
+20 Strength		+10 Agility		
+2 Mythic Strength		+2 Mythic Agility		

ARMOR RATING: GEN II MARK I			+175 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
ANY	28	27	28	27
SHIELD INTEGRITY	RECHARGE DELAY		RECHARGE RATE	
150	2		50	
STRENGTH MODIFIER		AGILITY MODIFIER		
+20 Strength		+10 Agility		
+3 Mythic Strength		+3 Mythic Agility		

POINT MAN EQUIPMENT	
MA5 series Assault Rifle	Hardcase
M6 series or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Two tactical Softcases

MARKSMAN EQUIPMENT	
M392 DMR or M395 DMR	Hardcase
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	Combat Knife
Flashbang Grenade	One tactical Softcase

CLOSE QUARTERS EQUIPMENT	
M45 Tactical Shotgun	Hardcase
M6 series pistol or M6J Carbine	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Three Flashbang Grenades	Two tactical Softcases

HEAVY SUPPORT EQUIPMENT	
AIE-486H Heavy Machine Gun	Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Flashbang	One tactical Softcase

HEAVY SQUAD SUPPORT EQUIPMENT	
M735 Light Machine Gun or HMG-38	Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Flashbang	One tactical Softcase

LONG RANGED SPECIALIST EQUIPMENT	
Sniper Rifle System Rifle or Sniper Rifle System 99	Tactical Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Two Flashbang	Tactical Softcase

ANTI-ARMOR EQUIPMENT	
M57 Pilum Rocket Launcher	Hardcase
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	Combat Knife
Flashbang	One tactical Softcase



UNSC Smart AI

"Seven years, multiple lifetimes for others. Nothing holding me back."

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
1	35	35	35	55	35	65	65	50	50	50
2	40	40	40	60	40	70	70	55	55	55
3	45	45	45	65	45	75	75	60	60	60
4	50	50	50	70	50	80	80	65	65	65
5	55	55	55	75	55	85	85	70	70	70

SOLDIER TYPE SPECIAL RULES

Many Skills and Abilities will not work for the Smart AI, as they have limitations for something without a body. Always be aware what Ability or Skill you are purchasing to make sure the Smart AI can benefit from it.

Smart AI can connect to, and sync with, Human technology without any rolls needed. Connecting with Covenant Technology is at a -10 Penalty, and connecting with Forerunner Technology is at a -25 Penalty.

This does not include any attacks or infiltration Penalties that could be given.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	180	20	--
Normal	360	22	--
Heroic	540	25	1
Legendary	720	28	2
Nemesis	900	30	5



United Earth Government Police Force

"When the going gets tough, we'll get tougher."

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
1	40	40	40	40	40	35	35	40	35	35
2	45	45	45	45	45	40	40	45	40	40
3	50	50	50	50	50	45	45	50	45	45
4	55	55	55	55	55	50	50	55	50	50
5	60	60	60	60	60	55	55	60	55	55

PHYSICAL ATTRIBUTES	
HEIGHT	**170 centimeters (5'6 ft.) – 193 centimeters (6'4 ft.)**
WEIGHT	**58 kilograms (130 lb.) – 104 kilograms (230 lb.)**
SIZE	**Normal**

SOLDIER TYPE SPECIAL RULES

PROTECT AND SERVE: When around Civilians in distress or in danger, Policemen gain a +20 Bonus in Courage.

SQUAD UP: When with others from the United Earth Government Police Force; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	28	20	--
Normal	56	22	--
Heroic	84	25	1
Legendary	112	28	2
Nemesis	140	30	5

ARMOR RATING				
ERA	HEAD	ARMS	CHEST	LEGS
PRE-WAR	14	15	15	15
COV WAR	15	15	16	15
POST WAR	15	16	16	15



POINT MAN EQUIPMENT	
MA37 Assault Rifle	Hardcase
M6B or M6K	Flashlight
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	Police Equipment Package
Police Battle Dress Uniform	COM Pad
WEAPON TRAINING	
Pistols and Revolvers	Rifles, Carbines, Shotguns

CQC EQUIPMENT	
DTM Shotgun	Hardcase
Riot Shield	Flashlight
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	Police Equipment Package
Police Battle Dress Uniform	COM Pad
WEAPON TRAINING	
Pistols and Revolvers	Rifles, Carbines, Shotguns

CLOSE-RANGE EQUIPMENT	
M7 Caseless Submachine Gun	Hardcase
M6B or M6K	Flashlight
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	Police Equipment Package
Police Battle Dress Uniform	COM Pad
WEAPON TRAINING	
Pistols and Revolvers	Rifles, Carbines, Shotguns

MARKSMAN EQUIPMENT	
M392 DMR	Hardcase
M6C Pistol	Flashlight
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	Police Equipment Package
Police Battle Dress Uniform	COM Pad
WEAPON TRAINING	
Pistols and Revolvers	Rifles, Carbines, Shotguns

Human Civilian

"I'm not sitting by and watching my world, and everything in it, go to hell."

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
1	35	35	40	35	35	40	40	40	40	40
2	40	40	45	40	40	45	45	45	45	45
3	45	45	50	45	45	50	50	50	50	50
4	50	50	55	50	50	55	55	55	55	55
5	55	55	60	55	55	60	60	60	60	60
PHYSICAL ATTRIBUTES										
HEIGHT	**170 centimeters (5'6 ft.) – 193 centimeters (6'4 ft.)**									
WEIGHT	**58 kilograms (130 lb.) – 104 kilograms (230 lb.)**									
SIZE	**Normal**									
SOLDIER TYPE SPECIAL RULES										
SQUAD UP: When with other Civilians, the Civilian gains +5 Courage.										

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	8	20	--
Normal	16	22	--
Heroic	24	25	1
Legendary	32	28	2
Nemesis	40	30	5



UNSC War Dog

"A good boy."

WAR DOG									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
25	35	45	1	35	10	30	25	10	5
--	--	+4	MYTHIC CHARACTERISTICS						
WOUNDS	25		LUCK	2					
JUMP	1.5 Meters		LEAP	4					

55 centimeters (1'8 ft.) – 65 centimeters (2'1 ft.)
22 kilograms (49 lb.) – 40 kilograms (88 lb.)
SIZE: Small
The Dog has the Outstanding Olfactory Ability.

DOG CARRY WEIGHT

The average War Dog should never carry more than 30% of their body weight. The Average War Dog can safely carry up to 10.5 KG. Any more and the Dog will begin taking Fatigue for every Kilometer traveled.

DOG WALKING AND RIDING DISTANCE

The average Dog is able to travel upwards of 90 Kilometers a day. After this, Fatigue begins to set into the dog, 1D5 Fatigue every Kilometer traveled after.

The average Dog can Run for 6 hours straight without the need of rest. After the first 6 hours, Fatigue begins to set in, causing 1D5 levels of Fatigue for every hour without rest.

DOG MOVEMENT SPEED

Half Move	Full Move	Charge	Run
8	16	24	48

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	8	20	--
Normal	16	22	--
Heroic	24	25	--
Legendary	32	28	--
Nemesis	40	30	1

RUSH

During a Charge or Run, the Dog leaps into the air, grabbing an Opponent's arm to jerk their entire body downward. The Dog performs a Warfare Melee Attack. Once connected, the Attack deals 2D10 + Strength Modifier Piercing Damage, with 4 Pierce.

Even if Damage was not made, the Dog may still attempt to pull the Opponent down with an Opposed Strength Test. If the Dog succeeds, the Opponent is dropped to the ground.

The Rush Attack is a Full Action that can only be made if Charging or Running.

TAKEDOWN

Without Charging or Rushing, the Dog attempts to latch onto and pull down an Opponent. This Attack is like Rush, but deals 1D10 + Strength Modifier Piercing Damage, with 4 Pierce.

Even if Damage was not made, the Dog may still attempt to pull the Opponent down with an Opposed Strength Test. If successful, the Dog will drop their Opponent to the ground.

BITE

A Dog's Bite is their standard Attack, dealing 1D10 + Strength Modifier Piercing Damage, with 4 Pierce. The average Dog is able to deal 2 Attacks per Half Action.

If the Dog is facing an Opponent who Is prone or knocked down, it is able to attack the jugular, a neck Sublocation, without Penalty. The Dog is able to deal 3D10 + Strength Modifier Piercing Damage, with 4 Pierce.

PULL

The Dog attempts to latch onto its Opponent with a Warfare Melee Test. If Successful, the Dog will deal 1D10 + Strength Modifier Pierce Attack, with 4 Pierce.

If the Dog landed the Attack, they're able to do a +10 Strength Test to Pull their Opponent 1 Meter in the direction of their choosing. The Dog may choose to keep hold of the Opponent to attempt another Pull next Round, while the Opponent may attempt to escape or Attack one-handed.

COMMAND	ACTION TAKEN
Watch	The Dog will watch the location it's in for any intruders or known Opponents.
Drop It	The Dog will drop whatever it is holding.
Stay	The Dog will stay in its current position.
Fetch	The Dog will fetch a thrown item, or an item pointed at by the master.
Attack	The Dog will perform the most useful move it can think of with a given circumstance. If the Dog has proper distance, the Dog will open with a Rush Attack, else the Dog will most likely use a Takedown or Bite.
Specified Attack	Saying "Attack" and then an Attack name, the Dog will perform that specified Attack.
Heel	The Dog stops moving and will generally join up with the master if nearby.
Bark or Speak	The Dog will bark.
Here or Come	The Dog will rush to the master.
Up or Jump	The Dog will Jump up to a specified location or to the master or stop laying down.
No	The Dog will usually understand that the master is displeased with the Dog's current actions.
Pay Attention	Saying this, or the Dog's name, will cause the Dog to pay attention to the master.
Shame	The Dog understands that whatever it was doing is bad, will usually attempt to not do those actions anymore.
Down	The Dog will jump down from wherever it is at, if at an elevated position.
Sit	The Dog will sit in place.
Lay Down	The Dog will lay down in place.
Search	If given a specified object with a smell, the Dog will begin tracking for the whereabouts of the smell's source.
Go On	The Dog will perform a blind search, where it will alert its master of anything the Dog may view out of the ordinary or other Humans.
Go Forward	The Dog will begin to run ahead of the master in the general direction traveled and scout ahead.
Crawl	The Dog begins to crawl.
Shake	The Dog will shake hands.
Go Over	The Dog will jump over and clear obstacles ahead of it.
Good	The Dog understands that what it did pleased their master.
Dig	The Dog will begin digging in a specified location.

COVENANT UNGGOY

"We're gonna go down in history!"

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
1	45	40	25	40	40	25	40	30	40	35
2	50	45	30	45	45	30	45	35	45	40
3	55	50	35	50	50	35	50	40	50	45
4	60	55	40	55	55	40	55	45	55	50
5	65	60	45	60	60	45	60	50	60	55

PHYSICAL ATTRIBUTES	
HEIGHT	138 centimeters (4'7 ft) – 167 centimeters (5'6 ft)
WEIGHT	113 kilograms (248 lb.) – 118 kilograms (260 lb.)
SIZE	Normal

SOLDIER TYPE SPECIAL RULES
SQUAD UP: When with other Civilians, the Civilian gains +5 Courage. This is lost if the Unggoy becomes Combat Trained.
METHANE JUMP: An Unggoy can use their Methane Tank as a micro jump-pack. They're able to triple the height of an Unggoy's jump. Using this depletes the Methane by 10, of a 40-unit tank. The tank filters Methane 5 units per Round.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	56	20	--
Normal	70	22	--
Heroic	140	25	1
Legendary	210	28	2
Nemesis	280	30	5

ARMOR RATING				
TYPE	HEAD	ARMS	CHEST	LEGS
MINOR	16	17	18	17
MAJOR	17	17	18	17
ULTRA	18	17	20	17

DEACON

BECOMING A DEACON
EXPERIENCE PAYOUT: +15 EXP
DEACON SPECIAL RULES
Deacons do not have to report to a higher ranking Jiralhanae or Sangheili. Deacons are also able to spend a Support Point to contact a San'Shyuum Prophet for support or information.
Deacons can lead their own groups of Grunts and Jackals, and can purchase an Unggoy Goblin vehicle at half price.
Deacon gives the NPC +5 Intellect and Leadership.

ANTI-INFANTRY EQUIPMENT	
Plasma Pistol	Equipment Pouch
Two Plasma Grenades	Flashlight
Curveblade	Methane Tank
Unggoy Combat Harness	
WEAPON TRAINING	
Faction Weapon Training	

GUIDED MUNITIONS EQUIPMENT	
Needler	Equipment Pouch
Plasma Grenades	Flashlight
Curveblade	Methane Tank
Unggoy Combat Harness	
WEAPON TRAINING	
Faction Weapon Training	

HEAVY WEAPONS EQUIPMENT	
Plasma Launcher	Equipment Pouch
Plasma Grenades	Flashlight
Curveblade	Methane Tank
Unggoy Combat Harness	
WEAPON TRAINING	
Faction Weapon Training	



COVENANT SANGHEILI

"All who walk the blessed path will find salvation...even in death."

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
1	55	55	45	45	50	35	35	45	35	40
2	60	60	50	50	55	40	40	50	40	45
3	65	65	55	55	60	45	45	55	45	50
4	75	75	65	60	65	50	50	60	50	55
5	80	80	75	65	70	55	55	65	55	60

PHYSICAL ATTRIBUTES	
HEIGHT	223 centimeters (7'4 ft) – 259 centimeters (8'6 ft)
WEIGHT	139 kilograms (310 lb.) – 178 kilograms (390 lb.)
SIZE	Large

SOLDIER TYPE SPECIAL RULES
Sangheili are given a -20 Penalty to Climbing and Swimming Tests.
When figuring their Leaping Distance, the Sangheili adds +2 to their Agility Modifier.

MYTHIC CHARACTERISTICS			
LEVEL	STRENGTH	TOUGHNESS	AGILITY
Easy	+5	+2	+5
Normal	+6	+2	+5
Heroic	+6	+3	+6
Legendary	+7	+3	+6
Nemesis	+7	+4	+7

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	160	20	--
Normal	320	22	--
Heroic	480	25	1
Legendary	640	28	2
Nemesis	800	30	5

MINOR COMBAT HARNESS			+20 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
ANY	18	19	20	19
SHIELD INTEGRITY	RECHARGE DELAY	RECHARGE RATE		
100	3	50		

MAJOR COMBAT HARNESS			+30 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
ANY	19	20	21	20
SHIELD INTEGRITY	RECHARGE DELAY	RECHARGE RATE		
125	3	50		

ULTRA COMBAT HARNESS			+40 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
ANY	19	20	21	20
SHIELD INTEGRITY	RECHARGE DELAY	RECHARGE RATE		
150	3	50		

ZEALOT COMBAT HARNESS			+50 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
ANY	18	19	20	19
SHIELD INTEGRITY	RECHARGE DELAY	RECHARGE RATE		
175	4 (5*)	50		
Built-in Active Cloaking System. When active, Recharge Delay is 5.				

STANDARD EQUIPMENT	
Plasma Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Sangheili Combat Harness	
WEAPON TRAINING	
Faction Weapon Training	

GUIDED MUNITIONS EQUIPMENT	
Needler	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Sangheili Combat Harness	
WEAPON TRAINING	
Faction Weapon Training	

GUNNERY EQUIPMENT	
Plasma Repeater	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Sangheili Combat Harness	
WEAPON TRAINING	
Faction Weapon Training	

MARKSMAN EQUIPMENT	
Covenant Carbine	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Sangheili Combat Harness	
WEAPON TRAINING	
Faction Weapon Training	



COVENANT JIRALHANAE

"Hunt to kill and kill to eat. War just makes it easier."

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
1	40	55	40	30	50	25	50	45	25	35
2	45	60	45	35	55	30	55	50	30	40
3	50	65	50	40	60	35	60	55	35	45
4	55	70	55	45	65	40	65	60	40	50
5	60	75	60	50	70	45	70	65	45	55

PHYSICAL ATTRIBUTES	
HEIGHT	223 centimeters (7'4 ft) – 280 centimeters (9'2 ft)
WEIGHT	500 kilograms (1,100 lb.) – 680 kilograms (1,500 lb.)
SIZE	Huge

SOLDIER TYPE SPECIAL RULES
The Jiralhanae begins with the Berserker Ability and a +10 to Smell-Based Perception Tests.
The Jiralhanae doubles their Toughness Modifier when figuring Wounds.

MYTHIC CHARACTERISTICS			
LEVEL	STRENGTH	TOUGHNESS	AGILITY
Easy	+8	+4	+6
Normal	+8	+5	+6
Heroic	+8	+5	+7
Legendary	+9	+6	+7
Nemesis	+10	+7	+8

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	180	25	--
Normal	360	27	--
Heroic	540	30	1
Legendary	720	33	2
Nemesis	900	36	5

MINOR COMBAT HARNESS			+15 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
SCHISM	13	14	15	14
SHIELD INTEGRITY	RECHARGE DELAY	RECHARGE RATE		
50	3	25		

MAJOR COMBAT HARNESS			+20 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
SCHISM	13	15	16	14
SHIELD INTEGRITY	RECHARGE DELAY	RECHARGE RATE		
75	3	25		

CAPTAIN MAJOR			+25 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
SCHISM	17	17	18	17
SHIELD INTEGRITY	RECHARGE DELAY	RECHARGE RATE		
120	3	20		
-10 Agility when worn.				

CAPTAIN ULTRA			+30 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
SCHISM	18	17	18	18
SHIELD INTEGRITY	RECHARGE DELAY	RECHARGE RATE		
125	3	25		
Built-in Active Cloaking System. When active, Recharge Delay is 5.				

For the Jiralhanae Pre-Schism Armors, please refer to the Covenant Armory section of the handbook.

SPIKER EQUIPMENT	
Spiker	Two Equipment Pouch
Spiker or Mauler	Radar Jammer
Two Spike or Flame Grenade	Jiralhanae Combat Knife
Jiralhanae Combat Harness	
WEAPON TRAINING	
Faction Weapon Training	

GUIDED MUNITIONS EQUIPMENT	
Needler	Two Equipment Pouch
Plasma Pistol	Bubble Shield
Two Spike or Flame Grenade	Jiralhanae Combat Knife
Jiralhanae Combat Harness	
WEAPON TRAINING	
Faction Weapon Training	

SUPPRESSOR EQUIPMENT	
Concussion Rifle	Equipment Pouch
Jiralhanae Combat Knife	Power Drainer
Spike or Flame Grenade	Jiralhanae Combat Harness
WEAPON TRAINING	
Faction Weapon Training	Explosive Launcher

EXPLOSIVE EQUIPMENT	
Brute Shot	Equipment Pouch
Jiralhanae Combat Knife	Deployable Cover
Spike or Flame Grenade	Jiralhanae Combat Harness
WEAPON TRAINING	
Faction Weapon Training	Explosive Launcher



COVENANT KIG-YAR RUUTIAN

"Snipers, Pirates, and Mercenaries. Where do I sign up?"

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
1	30	25	35	35	30	40	40	40	25	40
2	35	30	40	40	35	45	45	45	30	45
3	40	35	45	45	40	50	50	50	35	50
4	45	40	50	50	45	55	55	55	40	55
5	50	45	55	55	50	60	60	60	45	60
--	--	--	+1	MYTHIC CHARACTERISTICS						

PHYSICAL ATTRIBUTES	
HEIGHT	176 centimeters (5'9 ft) – 203 centimeters (6'8 ft)
WEIGHT	63 kilograms (140 lb.) – 93 kilograms (210 lb.)
SIZE	Normal

SOLDIER TYPE SPECIAL RULES
Kig-Yar gain the Natural Weapon Trait.
SQUAD UP: When with other Kig-Yar; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	60	20	--
Normal	120	22	--
Heroic	180	25	1
Legendary	240	28	2
Nemesis	300	30	5

DEFENSE GAUNTLETS	
Point Defense Gauntlet	The Defense gauntlet has a Shield Integrity of 225, a Recharge Rate of 225, and a Recharge Delay of 5. The Defense Gauntlet can protect the Arm using the Shield, alongside two chosen Body Locations alongside the Arm holding the Shield.
Wrist Point Defense Gauntlet	The Wrist Point Defense Gauntlets can protect the Hand and Wrist Sub-Locations of the Character, but can also protect one Body Location on the Character with a Successful -10 Reflex Test. The Defense gauntlet has a Shield Integrity of 225, a Recharge Rate of 225, and a Recharge Delay of 5.

ARMOR RATING				
TYPE	HEAD	ARMS	CHEST	LEGS
MINOR	16	17	18	17
MAJOR	18	17	19	18
ZEALOT	21	19	20	19



ANTI-INFANTRY EQUIPMENT	
Plasma Rifle	Two Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	
WEAPON TRAINING	
Faction Weapon Training	

GUIDED MUNITIONS EQUIPMENT	
Needler	Two Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	
WEAPON TRAINING	
Faction Weapon Training	

RANGER EQUIPMENT	
Needle Rifle	Two Equipment Pouch
Targeting Headgear	Curveblade
Two Plasma Grenade	Kig-Yar Sealed Suit
Kig-Yar Combat Harness	
WEAPON TRAINING	
Faction Weapon Training	

SUPPRESSOR EQUIPMENT	
Storm Rifle	Two Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	
WEAPON TRAINING	
Faction Weapon Training	

HEAVY PLASMA EQUIPMENT	
Concussion Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Plasma Grenade	Curveblade
Kig-Yar Combat Harness	
WEAPON TRAINING	
Faction Weapon Training	Explosive Launcher

MARKSMAN EQUIPMENT	
Covenant Carbine	Two Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	
WEAPON TRAINING	
Faction Weapon Training	

EXTREME RANGE EQUIPMENT	
Beam Rifle	Two Equipment Pouch
Two Plasma Grenades	Flashlight
Curveblade	Kig-Yar Combat Harness
WEAPON TRAINING	
Faction Weapon Training	

COVENANT KIG-YAR T'VAOAN

"Saw one of those chickens nearly catch up to my Mongoose."

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
1	30	30	45	55	35	40	55	30	25	40
2	35	35	50	60	40	45	60	35	30	45
3	40	40	55	65	45	50	65	40	35	50
4	45	45	60	70	50	55	70	45	40	55
5	50	50	65	75	55	60	75	50	45	60
--	--	--	+6	MYTHIC CHARACTERISTICS						

PHYSICAL ATTRIBUTES	
HEIGHT	176 centimeters (5'9 ft) – 203 centimeters (6'8 ft)
WEIGHT	63 kilograms (140 lb.) – 93 kilograms (210 lb.)
SIZE	Normal

SOLDIER TYPE SPECIAL RULES
Kig-Yar gain the Natural Weapon Trait.
The Kig-Yar T'vaoan multiplies their Strength Modifier by 4 when figuring Jump and Leap.
SQUAD UP: When with other Kig-Yar; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	108	18	--
Normal	216	20	--
Heroic	324	23	1
Legendary	432	25	2
Nemesis	540	28	5

DEFENSE GAUNTLETS	
Kig-Yar Point Defense Gauntlet	The Defense gauntlet has a Shield Integrity of 225, a Recharge Rate of 225, and a Recharge Delay of 5. The Defense Gauntlet can protect the Arm using the Shield, alongside two chosen Body Locations alongside the Arm holding the Shield.
Kig-Yar Wrist Point Defense Gauntlet	The Wrist Point Defense Gauntlets can protect the Hand and Wrist Sub-Locations of the Character, but can also protect one Body Location on the Character with a Successful -10 Reflex Test. The Defense gauntlet has a Shield Integrity of 225, a Recharge Rate of 225, and a Recharge Delay of 5.

ARMOR RATING				
TYPE	HEAD	ARMS	CHEST	LEGS
MINOR	16	17	18	17
MAJOR	18	17	19	18
ZEALOT	21	19	20	19



ANTI-INFANTRY EQUIPMENT	
Plasma Rifle	Two Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	
WEAPON TRAINING	
Faction Weapon Training	

GUIDED MUNITIONS EQUIPMENT	
Needler	Two Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	
WEAPON TRAINING	
Faction Weapon Training	

RANGER EQUIPMENT	
Needle Rifle	Two Equipment Pouch
Targeting Headgear	Curveblade
Two Plasma Grenade	Kig-Yar Sealed Suit
Kig-Yar Combat Harness	
WEAPON TRAINING	
Faction Weapon Training	

SUPPRESSOR EQUIPMENT	
Storm Rifle	Two Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	
WEAPON TRAINING	
Faction Weapon Training	

HEAVY PLASMA EQUIPMENT	
Concussion Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Plasma Grenade	Curveblade
Kig-Yar Combat Harness	
WEAPON TRAINING	
Faction Weapon Training	Explosive Launcher

MARKSMAN EQUIPMENT	
Covenant Carbine	Two Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	
WEAPON TRAINING	
Faction Weapon Training	

EXTREME RANGE EQUIPMENT	
Beam Rifle	Two Equipment Pouch
Two Plasma Grenades	Flashlight
Curveblade	Kig-Yar Combat Harness
WEAPON TRAINING	
Faction Weapon Training	

COVENANT KIG-YAR IBIE'SHAN

"Betcha he'll stop attacking you for some ham."

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
1	35	50	40	40	40	40	50	30	25	35
2	40	55	45	45	45	45	55	35	30	40
3	45	60	50	50	50	50	60	40	35	45
4	50	65	55	55	55	55	65	45	40	50
5	55	70	60	60	60	60	70	50	45	55

PHYSICAL ATTRIBUTES	
HEIGHT	176 centimeters (5'9 ft) – 203 centimeters (6'8 ft)
WEIGHT	63 kilograms (140 lb.) – 93 kilograms (210 lb.)
SIZE	Normal

SOLDIER TYPE SPECIAL RULES
Kig-Yar gain the Natural Weapon Trait.
SQUAD UP: When with other Kig-Yar; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	60	22	--
Normal	120	24	--
Heroic	180	27	1
Legendary	240	31	2
Nemesis	300	33	5

DEFENSE GAUNTLETS	
Kig-Yar Point Defense Gauntlet	The Defense gauntlet has a Shield Integrity of 225, a Recharge Rate of 225, and a Recharge Delay of 5. The Defense Gauntlet can protect the Arm using the Shield, alongside two chosen Body Locations alongside the Arm holding the Shield.
Kig-Yar Wrist Point Defense Gauntlet	The Wrist Point Defense Gauntlets can protect the Hand and Wrist Sub-Locations of the Character, but can also protect one Body Location on the Character with a Successful -10 Reflex Test. The Defense gauntlet has a Shield Integrity of 225, a Recharge Rate of 225, and a Recharge Delay of 5.

ARMOR RATING				
TYPE	HEAD	ARMS	CHEST	LEGS
MINOR	16	17	18	17
MAJOR	18	17	19	18
ZEALOT	21	19	20	19



ANTI-INFANTRY EQUIPMENT	
Plasma Rifle	Two Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	
WEAPON TRAINING	
Faction Weapon Training	

GUIDED MUNITIONS EQUIPMENT	
Needler	Two Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	
WEAPON TRAINING	
Faction Weapon Training	

RANGER EQUIPMENT	
Needle Rifle	Two Equipment Pouch
Targeting Headgear	Curveblade
Two Plasma Grenade	Kig-Yar Sealed Suit
Kig-Yar Combat Harness	
WEAPON TRAINING	
Faction Weapon Training	

SUPPRESSOR EQUIPMENT	
Storm Rifle	Two Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	
WEAPON TRAINING	
Faction Weapon Training	

HEAVY PLASMA EQUIPMENT	
Concussion Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Plasma Grenade	Curveblade
Kig-Yar Combat Harness	
WEAPON TRAINING	
Faction Weapon Training	Explosive Launcher

MARKSMAN EQUIPMENT	
Covenant Carbine	Two Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	
WEAPON TRAINING	
Faction Weapon Training	

EXTREME RANGE EQUIPMENT	
Beam Rifle	Two Equipment Pouch
Two Plasma Grenades	Flashlight
Curveblade	Kig-Yar Combat Harness
WEAPON TRAINING	
Faction Weapon Training	

COVENANT SAN 'SHYUUM

"Will they not see us as Gods? Will our power not push us towards our Great Journey?"

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
1	35	35	40	35	35	40	40	40	40	40
2	40	40	45	40	40	45	45	45	45	45
3	45	45	50	45	45	50	50	50	50	50
4	50	50	55	50	50	55	55	55	55	55
5	55	55	60	55	55	60	60	60	60	60

PHYSICAL ATTRIBUTES	
HEIGHT	**198 centimeters (6'6 ft) – 228 centimeters (7'6 ft)**
WEIGHT	**58 kilograms (130 lb.) – 104 kilograms (230 lb.)**
SIZE	**Large**

SOLDIER TYPE SPECIAL RULES
San 'Shyuum gain a +20 to Leadership when commanding Characters in the Covenant.
The San 'Shyuum has 5 Support Points.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	60	18	--
Normal	120	20	--
Heroic	180	23	1
Legendary	240	25	2
Nemesis	300	28	5

ARMOR			+10 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
ANY	18	17	19	18
SHIELD INTEGRITY	RECHARGE DELAY	RECHARGE RATE		
175	4	50		
-10 Penalty to Agility when worn.				

ANTI-INFANTRY EQUIPMENT	
Plasma Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
San 'Shyuum Combat Harness	Spy Probe
WEAPON TRAINING	
Pistols and Revolvers	Rifles, Carbines, Shotguns

GUIDED MUNITIONS EQUIPMENT	
Needler	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
San 'Shyuum Combat Harness	Spy Probe
WEAPON TRAINING	
Pistols and Revolvers	Rifles, Carbines, Shotguns

PROPHETIC: ARTIFACT AUTOMATIC EQUIPMENT	
Suppressor	Equipment Pouch
Boltshot	Flashlight
Two Pulse Grenades	Curveblade
San 'Shyuum Combat Harness	Spy Probe
WEAPON TRAINING	
Pistols and Revolvers	Rifles, Carbines, Shotguns

PROPHETIC: ARTIFACT MARKSMAN EQUIPMENT	
Light Rifle	Equipment Pouch
Boltshot	Flashlight
Two Splinter Grenades	Curveblade
San 'Shyuum Combat Harness	Spy Probe
WEAPON TRAINING	
Pistols and Revolvers	Rifles, Carbines, Shotguns

CLERIC

BECOMING A CLERIC
EXPERIENCE PAYOUT: **+20**
CLERIC SPECIAL RULES
The Cleric also gains the Medication Skill at +10.

CLERIC ADDITIONAL EQUIPMENT	
5 Magnetic Splints	10 sets of Wound Sealant
6 Thermal Blankets	Syringe Set
30 cR worth of UNSC Medical Equipment, used as a 'Covenant variant.'	



COVENANT SAN'SHYUUM PRELATE

"There were not many San'Shyuum who could match your skills or your devotion - and now perhaps there are none."

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
1	55	55	45	45	50	40	35	40	40	40
2	60	60	50	50	55	45	40	45	45	45
3	65	65	55	55	60	50	45	50	50	50
4	75	75	65	60	65	55	50	55	55	55
5	80	80	75	65	70	60	55	60	60	60
--	+2	+2	+3	MYTHIC CHARACTERISTICS						

PHYSICAL ATTRIBUTES	
HEIGHT	198 centimeters (6'6 ft) – 228 centimeters (7'6 ft)
WEIGHT	58 kilograms (130 lb.) – 104 kilograms (230 lb.)
SIZE	Large

SOLDIER TYPE SPECIAL RULES
Covenant Weapons and Equipment are at half the price for the San 'Shyuum.
San 'Shyuum gain a +20 to Leadership when commanding Characters in the Covenant.
The Prelate can purchase the Cleric and Prophetic advancements found in the San'Shyuum Soldier Type.

PRELATE POWERED ARMOR
The Prelate Powered Armor is a strong and lightweight armor that offers unique abilities to boosting the user's capabilities at any given notice. The armor also gives a boost to the User's Characteristics or Mythic Characteristics.
Has a built-in visor system that acts as VISR.

PRELATE ARMOR VALUES			
HEAD	ARMS	CHEST	LEGS
23	25	26	25

MYTHIC CHARACTERISTICS		
STR	T	AGL
+3	+2	+2

CHEMICAL BOOSTERS
The Chemical Boosters built into the Prelate Armor gives the Character a +2 to each Mythic Characteristic for 5 Rounds. The Character may keep activating the Booster when it runs out, but each consecutive use will add +1 Fatigue. To avoid gaining the Fatigue, the Character must wait 1 minute (10 Rounds) before use.
The Character may opt out of boosting all three Mythic Characteristic stats, and instead give one Characteristic a +10 for the same amount of time. The following Characteristics can be boosted (only once at a time). STR, T, AGL, PER, CR.

HARDLIGHT GAUNTLET SHIELDING		
The Character may choose one arm on the Armor to activate a Hardlight Shield. This Shield protects the arm from damage as an Energy Shield.		
Shield Integrity	Delay	Recharge Rate
400	5	25

STANDARD EQUIPMENT	
Plasma Rifle	Two Equipment Pouch
Spiker or Mauler	Radar Jammer
Two Spike or Flame Grenade	Jiralhanae Combat Knife

GUIDED MUNITIONS EQUIPMENT	
Needler	Two Equipment Pouch
Plasma Pistol	Bubble Shield
Two Spike or Flame Grenade	Jiralhanae Combat Knife

SUPPRESSOR EQUIPMENT	
Concussion Rifle	Equipment Pouch
Plasma Pistol	Power Drainer
Two Spike or Flame Grenade	Jiralhanae Combat Knife

PROPHETIC: ARTIFACT AUTOMATIC EQUIPMENT	
Suppressor	Equipment Pouch
Boltshot	Flashlight
Two Pulse Grenades	Curveblade
San 'Shyuum Combat Harness	Spy Probe
WEAPON TRAINING	
Pistols and Revolvers	Rifles, Carbines, Shotguns

PROPHETIC: ARTIFACT MARKSMAN EQUIPMENT	
Light Rifle	Equipment Pouch
Boltshot	Flashlight
Two Splinter Grenades	Curveblade
San 'Shyuum Combat Harness	Spy Probe
WEAPON TRAINING	
Pistols and Revolvers	Rifles, Carbines, Shotguns



COVENANT MGALEKGOLO

"They're big and scary, and they like to smash things."

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
1	45	40	20	25	40	40	45	55	30	20
2	50	45	25	30	45	45	50	60	35	25
3	55	50	30	35	50	50	55	65	40	30
4	60	55	35	40	55	55	60	70	45	35
5	65	60	40	45	60	60	65	75	50	40
--	+15	--	+1	MYTHIC CHARACTERISTICS						

PHYSICAL ATTRIBUTES	
HEIGHT	369 centimeters (12'1 ft) – 373 centimeters (12'3 ft)
WEIGHT	4,800 kilograms (10,500 lb.)
SIZE	Hulking

SOLDIER TYPE SPECIAL RULES

The Character gains a +20 Bonus when Opposing a Grapple, Takedown, or any general Actions to prevent falling over.

The Mgalekgolo takes no penalties from Dual Wielding with their Assault cannon and Heavy Shields.

Mgalekgolo double their Agility Modifier when discovering Charge and Run Movement Distances.

SQUAD UP: When with their Bond Brother; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	60	25	--
Normal	120	28	--
Heroic	180	30	1
Legendary	240	34	2
Nemesis	300	38	5

EXTREMOPHILE ANATOMY

GESTALT ANATOMY: The Character does not suffer additional damage from headshots, and will still apply their full Toughness Modifier to Damage Resistance.

Mgalekgolo don't suffer from injuries such as broken bones and Hunger or Thirst for 3 Months without eating or drinking.

The Mgalekgolo do not require Oxygen and can survive in a vacuum.

The Mgalekgolo is a gestalt of Lekgolo eels, grouped together as a hivemind. They're able to collapse and reform as a being, taking a Full Action to collapse and 2 Full Actions to rebuild.

TECHNOLOGICAL HUNTER: Mgalekgolo have a distinct ability to sense and locate a general location with active Technology. The Mgalekgolo can sense active technology up to the Character's Perception Characteristic in Meters.

To begin attempting to sense for technology, the Mgalekgolo must concentrate for a Full Action. A Hunter cannot discern what the Technology is from this Ability, and cannot find technology that is turned off or smaller than a common cell phone.

CLAWS: The Mgalekgolo have large claws on each arm, instead of a hand. Due to this, they lack the dexterity needed for precision movement and delicate actions.

When attempting to throw items, grab onto small objects, or any other action a GM would suggest being difficult, are given a -20 Penalty.

BOND BROTHER: Mgalekgolo are commonly found in pairs. This gives two players the ability to become Bond Brother Mgalekgolo.

At any point, a Bond Brother is incapacitated or killed, the other may temporarily gain the Berserker Ability.

DUAL BEAM ASSAULT EQUIPMENT	
Hunter Assault Cannon Bream	Hunter Assault Cannon Beam
Hunter Armor	

DUAL BLAST ASSAULT EQUIPMENT	
Hunter Assault Cannon Blast	Hunter Assault Cannon Blast
Hunter Armor	

DUAL RUSH EQUIPMENT	
Hunter Heavy Metal Shield	Hunter Heavy Metal Shield
Hunter Armor	

BEAM ASSAULT EQUIPMENT	
Hunter Assault Cannon Beam	Hunter Heavy Metal Shield
Hunter Armor	

BLAST ASSAULT EQUIPMENT	
Hunter Assault Cannon Blast	Hunter Heavy Metal Shield
Hunter Armor	

HEAVY ASSAULT EQUIPMENT	
Hunter Assault Cannon Blast	Hunter Assault Cannon Beam
Hunter Armor	

SINGLE LEKGOLO EEL									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
1	15	15	--	--	5	20	5	5	5

CARRYING WEIGHT

All Mgalekgolo have a Carry Weight of 5,000 Kilograms.

For the Mgalekgolo's Armor, please refer to the Covenant Armory section of the Handbook.



COVENANT YANME'E

"They're like giant cockroaches, except angrier."

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
1	30	40	30	35	30	50	40	40	20	30
2	35	45	35	40	35	55	45	45	25	35
3	40	50	40	45	40	60	50	50	30	40
4	45	55	45	50	45	65	55	55	35	45
5	50	60	50	55	50	70	60	60	40	50
--	+1	+1	+1	MYTHIC CHARACTERISTICS						

PHYSICAL ATTRIBUTES	
HEIGHT	178 centimeters (5'10 ft) – 206 centimeters (6'9 ft)
WEIGHT	77 kilograms (170 lb.) – 109 kilograms (240 lb.)
SIZE	Normal

SOLDIER TYPE SPECIAL RULES

The Yanme'e has a Natural Armor of 15. If they wear Armor, they lose their Ability to Fly and their Natural Armor is reduced to 5.

The Yanme'e begin with the following Traits:
Crawler, Natural Weapon, Flight, and Four Arms.

SQUAD UP: When with others Yanme'e, the Characters gain +5 Courage.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	56	20	--
Normal	70	22	--
Heroic	140	25	1
Legendary	210	28	2
Nemesis	280	30	5

ARMOR RATING				
TYPE	HEAD	ARMS	CHEST	LEGS
MINOR	14	15	16	15
MAJOR	15	15	17	15

TRAITS	
Four Arms	The Character has multiple arms, allowing for better grasp and mobility. The Character gains a +10 to Grapple and is able to use more than two weapons, at extra penalty.
Flight	The Character has the ability of flight through the means of wings or anti-gravitational technology. The Character's flight speed is their Move Speed multiplied by 2.
Only Flight	The Character only has the ability of flight, as they have no other form of transformation. The Character's flight speed is already figured into their Movement, and no Bonuses or Penalties are gained.
Night Vision	The Character has improved vision in darkness and low-light environments. The Character takes no Penalties in lowlight and Darkness, but gain double the Penalties from effects based off bright lights if in darkness.
Crawler	The Character has insect-like limbs or equipment that allows the Character to attach itself to walls and surroundings. The Character takes no Penalties when moving over difficult terrain, and gains a +40 Bonus to Climbing Actions.
Natural Weapon	The Character has dangerous talons, teeth, or any other natural weapon that assists the Character in combat. This gives the Character +4 to Damage and +2 to Pierce when using their Natural Weapon.

ANTI-INFANTRY EQUIPMENT	
Plasma Pistol	Equipment Pouch
Two Plasma Grenades	Flashlight
Curveblade	Methane Tank
Optional Yanme'e Combat Harness	
WEAPON TRAINING	
Faction Weapon Training	

GUIDED MUNITIONS EQUIPMENT	
Needler	Equipment Pouch
Plasma Grenade	Flashlight
Curveblade	Methane Tank
Optional Yanme'e Combat Harness	
WEAPON TRAINING	
Faction Weapon Training	

HEAVY WEAPONS EQUIPMENT	
Fuel Rod Gun	Equipment Pouch
Plasma Grenade	Flashlight
Curveblade	Methane Tank
Optional Yanme'e Combat Harness	
WEAPON TRAINING	
Faction Weapon Training	

MARKSMAN EQUIPMENT	
Covenant Carbine	Equipment Pouch
Plasma Grenade	Flashlight
Curveblade	Methane Tank
Optional Yanme'e Combat Harness	
WEAPON TRAINING	
Faction Weapon Training	



COVENANT HURAGOK

"They may smell bad, but damn if they aren't great with technology."

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
1	30	40	30	35	30	50	40	40	20	30
2	35	45	35	40	35	55	45	45	25	35
3	40	50	40	45	40	60	50	50	30	40
4	45	55	45	50	45	65	55	55	35	45
5	50	60	50	55	50	70	60	60	40	50

PHYSICAL ATTRIBUTES	
HEIGHT	270 centimeters (9 ft) with extended neck
WEIGHT	57 kilograms (130 lb.)
SIZE	Normal

SOLDIER TYPE SPECIAL RULES

The Huragok begin with the following Traits:
Only Flight and Four Arms

The Huragok is either an Engineer or a Lifeworker.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	56	20	--
Normal	70	22	--
Heroic	140	25	1
Legendary	210	28	2
Nemesis	280	30	5

TRAITS	
Four Arms	The Character has multiple arms, allowing for better grasp and mobility. The Character gains a +10 to Grapple and is able to use more than two weapons, at extra penalty.
Only Flight	The Character only has the ability of flight, as they have no other form of transformation. The Character's flight speed is already figured into their Movement, and no Bonuses or Penalties are gained.

ENGINEER

Engineers gain the Techno-Organic Trait at Character Creation. This gives the Huragok the Ability to interface with all electronics and equipment as if they had the tools to do so.

The Engineer also acts as if it were a computer when interfacing with electronics, and take no Penalties for Difficulty. All technology-based Tests with Equipment are at a +10.

LIFEWORKER

Lifeworkers gain the Bio-Organic Trait at Character Creation. This gives the Huragok the Ability to connect with organic material, such as bodies, plant life, and so on. This is treated similar to interfacing with a Computer.

The Lifeworker counts as having any Medical Tools needed, except for Medication. Performing surgeries or any medical Tests are also at a +10 Bonus, and the Lifeworker takes no Penalties for alien biology.

For every Degree of Success on a Medical Test made when attempting to Heal, the Lifeworker is able to heal 1 extra Wound and remove 1 Fatigue. This can only be done once after Damage is taken.

EQUIPMENT

Huragok Explosive Armor



ARMOR	Size	Weight	Price	Armor Rating				Extra Information
Slave Explosive Harness	Normal	17 kg	10 cR	**Head**	**Arms**	**Chest**	**Legs**	A Huragok may use their Harness to project an Energy Shield onto several allies' equal to their Perception Modifier, up to 8 Meters away. This Energy Shield covers any other Energy Shield. Activating the Energy Shield takes one Half Action and deactivates as a Free Action.
				18	--	22	--	
Protective Harness	Normal	22 kg	41 cR	**Head**	**Arms**	**Chest**	**Legs**	
				18	10	22	10	
Heavy Harness	Normal	40 kg	150 cR	**Head**	**Arms**	**Chest**	**Legs**	
				22	12	24	12	

Two or more Huragok Shields cannot stack.

Shield Integrity	Delay	Recharge Rate
50	3	10

When the Slave Explosive Harness takes 50 Damage, or when the Huragok dies, it explodes, dealing the damage of a Covenant Charge. The Slave Explosive Harness can also be remote-detonated by whoever is commanding the Huragok.

SHARQUOI

"I suspect we are forcing the Humans into a tighter arena than they care to fight in—soon we may be able to use the Sharquoi."

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
1	55	60	20	5	40	5	15	55	30	5
2	60	65	25	5	45	5	20	60	35	5
3	65	70	30	5	50	10	20	65	40	5
4	70	75	35	5	55	10	25	70	45	5
5	75	80	40	5	60	15	25	75	50	5
--	+6	+10	--	MYTHIC CHARACTERISTICS						

PHYSICAL ATTRIBUTES	
HEIGHT	487 centimeters (16 ft)
WEIGHT	1,088 kilograms (2,400 lb.)
SIZE	Hulking

SOLDIER TYPE SPECIAL RULES
The Character gains a +40 Bonus when Opposing a Grapple, Takedown, or any general Actions to prevent falling over.
The Sharquoi gain +40 to Toughness Tests against Flood infections and any attempts to take over their body.
The Sharquoi have two large claws on each arm that add 10 Pierce to their unarmed attacks. They cannot hold or use weapons of any kind.
Sharquoi are nothing more than massive, terrifying animals that were modified by the Forerunners to combat the Flood. They may be controlled via a tool called The Vertex. This tool is a GM fiat tool that shouldn't be bought. It's a powerful device that can control thousands of Sharquoi at once in massive hive formations. Without it, the Sharquoi will act as a violent animal would, as they are incredibly territorial.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	120	64	--
Normal	240	68	--
Heroic	360	74	--
Legendary	480	82	1
Nemesis	600	86	2



PROMETHEAN SOLDIER

"Sentient, intelligent, and resourceful. A major upgrade from those braindead sentinels we managed to trick with a rock and a piece of string."

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
1	50	50	50	55	40	35	50	50	35	35
2	55	55	55	60	45	40	55	55	40	40
3	60	60	60	65	50	45	60	60	45	45
4	65	65	65	70	55	50	65	65	50	50
5	70	70	70	75	60	55	70	70	55	55
--	+1	+1	--	MYTHIC CHARACTERISTICS						

PHYSICAL ATTRIBUTES	
HEIGHT	178 centimeters (5'10 ft) – 206 centimeters (6'9 ft)
WEIGHT	77 kilograms (170 lb.) – 109 kilograms (240 lb.)
SIZE	Normal

SOLDIER TYPE SPECIAL RULES

PROMETHEAN VISION: The Soldier can see through 20 Meters of wall, floor, and any non-biological obstacle, to find biological forms. Promethean Vision can see any Character and Creature, including other Prometheans.

Promethean Vision also gives the Character +30 to finding Characters cloaked using Active Camouflage.

Promethean Vision lasts for 4 Half Actions and must recharge for 6 Half Actions.

TRANSLOCATION: Prometheans can teleport towards a chosen location. The Soldier is able to move up to their Run Movement Speed in Meters with each use of the Translocation Ability. This takes a Full Action to do.

The Soldier may choose to Teleport up to 400KG with them, including other Characters and multiple pieces of Equipment.

The Soldier may charge their Translocation Ability. The amount of Full Actions used to Charge is the multiplier to the distance able to be traveled. So, a Soldier Charging for 3 Full Actions will be able to Translocate up to their Run Movement Speed, multiplied by 3.

AUTO-TRANSLATION: Soldiers have auto-translation devices that are built into them. This allows them to speak, write, and understand any languages they have heard before.

GLOWING: Prometheans have an orange and yellow glow to their bodies, giving them a -20 Penalty to Camouflage Tests.

SQUAD UP: When with other Prometheans; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	180	25	--
Normal	360	27	--
Heroic	540	30	1
Legendary	720	33	2
Nemesis	900	36	5

SOLDIER ARMOR				
ERA	HEAD	ARMS	CHEST	LEGS
ANY	18	19	21	18

SHORTHAND EQUIPMENT	
Scattershot	Boltshot
Splinter Grenade	Soldier Armor
WEAPON TRAINING	
All Weapon Training	

COMMANDO EQUIPMENT	
Light Rifle	Boltshot
Pulse Grenade	Soldier Armor
WEAPON TRAINING	
All Weapon Training	

DEVASTATOR EQUIPMENT	
Hardlight Sword	Boltshot
Splinter Grenade	Soldier Armor
WEAPON TRAINING	
All Weapon Training	

RANGER EQUIPMENT	
Binary Rifle	Boltshot
Pulse Grenade	Soldier Armor
WEAPON TRAINING	
All Weapon Training	



PROMETHEAN KNIGHT

"Sentient, intelligent, and resourceful. A major upgrade from those braindead sentinels we managed to trick with a rock and a piece of string."

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
1	50	50	45	45	45	35	50	50	35	35
2	55	55	50	50	50	40	55	55	40	40
3	60	60	55	55	55	45	60	60	45	45
4	65	65	60	60	60	50	65	65	50	50
5	70	70	65	65	65	55	70	70	55	55
--	+5	+3	--	MYTHIC CHARACTERISTICS						

PHYSICAL ATTRIBUTES	
HEIGHT	178 centimeters (5'10 ft) – 206 centimeters (6'9 ft)
WEIGHT	77 kilograms (170 lb.) – 109 kilograms (240 lb.)
SIZE	Huge

SOLDIER TYPE SPECIAL RULES

PROMETHEAN VISION: The Promethean can see through 15 Meters of wall, floor, and any non-biological obstacle, to find biological forms. Promethean Vision can see any Character and Creature, including other Prometheans.

Promethean Vision also gives the Character +30 to finding Characters cloaked using Active Camouflage.

Promethean Vision lasts for 4 Half Actions and must recharge for 6 Half Actions.

TRANSLOCATION: Prometheans can teleport towards a chosen location. The Promethean is able to move up to their Run Movement Speed in Meters with each use of the Translocation Ability. This takes a Full Action to do.

The Promethean may choose to Teleport up to 800KG with them, including other Characters and multiple pieces of Equipment.

The Promethean may charge their Translocation Ability. The amount of Full Actions used to Charge is the multiplier to the distance able to be traveled. So, a Soldier Charging for 3 Full Actions will be able to Translocate up to their Run Movement Speed, multiplied by 3.

AUTO-TRANSLATION: Prometheans have auto-translation devices that are built into them. This allows them to speak, write, and understand any languages they have heard before.

GLOWING: Prometheans have an orange and yellow glow to their bodies, giving them a -25 Penalty to Camouflage Tests.

CLAWS: The Promethean Knights have large claws on each arm that independently float two centimeters from the base of each arm. Due to this, knights lack the dexterity needed to perform precision movement and delicate actions.

When attempting to throw items, grab onto small objects, or any other action a GM would suggest being difficult are given a -20 Penalty.

MICRO-ARMS: Promethean Knights have an extra set of small limbs, roughly the size of a small human child. These arms can be used to bypass the Claws Trait Penalty, but only if whatever the Knight is attempting to accomplish is in reach of these small arms.

These Micro-Arms cannot be used to use or throw weapons, and are not considered to have the Knight's Mythic Strength.

SQUAD UP: When with other Prometheans; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	180	25	--
Normal	360	27	--
Heroic	540	30	1
Legendary	720	33	2
Nemesis	900	36	5

KNIGHT ARMOR				
ERA	HEAD	ARMS	CHEST	LEGS
ANY	23	19	28	19

Though the Knight has powerful Chest Armor, there are two glowing sub-locations located on each side of the Knight's body.

Attacking these Weak points in the Armor causes the Armor to be at a -8 Penalty, meaning the Armor Rating will only be 20 for figuring Damage Resistance.

SHORTHAND EQUIPMENT	
Scattershot	Boltshot
Splinter Grenade	Soldier Armor
WEAPON TRAINING	
All Weapon Training	

COMMANDO EQUIPMENT	
Light Rifle	Boltshot
Pulse Grenade	Soldier Armor
WEAPON TRAINING	
All Weapon Training	

DEVASTATOR EQUIPMENT	
Hardlight Sword	Boltshot
Splinter Grenade	Soldier Armor
WEAPON TRAINING	
All Weapon Training	

RANGER EQUIPMENT	
Binary Rifle	Boltshot
Pulse Grenade	Soldier Armor
WEAPON TRAINING	
All Weapon Training	

WATCHER SPAWNING

Knights are able to summon a single Promethean Watcher with a Full Action. These Watchers, if destroyed, take 20 in-game minutes to rebuild and redeploy. The Knight does not control the Watcher, the Watcher will act on its own. It will attempt to stick alongside the Knight and stay 5 Meters above if possible. Watcher priorities are projecting shields, catching grenades, and redeploying the Knight if killed.



PROMETHEAN WATCHER

"They bring those big ones back, so take them down quick."

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
1	5	5	10	30	--	10	25	30	25	5
2	10	10	15	35	--	15	30	35	30	10
3	15	15	20	40	--	20	35	40	35	15
4	20	20	25	45	--	25	40	45	40	20
5	25	25	30	50	--	30	45	50	45	25
--	--	--	+5	MYTHIC CHARACTERISTICS						

PHYSICAL ATTRIBUTES	
HEIGHT	130 centimeters (4.2 ft)
WEIGHT	43 kilograms (96 lb.)
SIZE	Small

SOLDIER TYPE SPECIAL RULES

PROMETHEAN VISION: The Watcher can see through 20 Meters of wall, floor, and any non-biological obstacle, to find biological forms. Promethean Vision can see any Character and Creature, including other Prometheans.

Promethean Vision also gives the Character +30 to finding Characters cloaked using Active Camouflage.

Promethean Vision lasts for 4 Half Actions and must recharge for 6 Half Actions.

REDEPLOY: Watchers can redeploy a destroyed Promethean that was destroyed within 25 Meters of the Watcher. If the Promethean is redeployed this way, it returns with half of its original Wounds. Each time a destroyed Promethean is redeployed, it respawns with half the wounds from the previous time it was redeployed.

AUTO-TRANSLATION: Watchers have auto-translation devices that are built into them. This allows them to speak, write, and understand any languages they have heard before.

GLOWING: Prometheans have an orange and yellow glow to their bodies, giving them a -20 Penalty to Camouflage Tests.

THROWBACK: The Watcher is able to catch Grenades and Explosives with a small tractor beam. The explosive must be within 5 Meters of the Watcher, and they are able to throw them so their allies are not within the Blast and Kill Radius. The Watcher must make a successful Agility Test to catch the Grenade, and a Warfare Range Test to throw the Grenade.

The Watcher has the **Only Flight Trait.**

SQUAD UP: When with other Prometheans; these Characters gain a +5 Bonus to Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	20	7	--
Normal	40	8	--
Heroic	60	10	--
Legendary	80	12	1
Nemesis	100	14	2

WATCHER ARMOR				
ERA	HEAD	ARMS	CHEST	LEGS
ANY	16	17	18	--

WATCHER EQUIPMENT	
Boltshot	Watcher Armor
WEAPON TRAINING	
All Weapon Training	



PROMETHEAN CRAWLER

"A good metal boy."

CRAWLER									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
25	35	45	25	35	10	30	25	5	5
+1	--	+4	MYTHIC CHARACTERISTICS						

WOUNDS	25	LUCK	2
JUMP	2 Meters	LEAP	4

72 centimeters (2'3 ft.) – 80 centimeters (2'6 ft.)
157 kilograms (347 lb.) – 168 kilograms (371 lb.)
SIZE: Small
Crawlers take no fall damage.

CRAWLER CARRY WEIGHT

The average Crawler should never carry more than 50% of their body weight. The Average Crawler can safely carry up to 80 KG. Any more and the Crawler will begin taking Fatigue for every Kilometer traveled.

CRAWLER WALKING DISTANCE

The average Crawler is able to travel upwards of 100 Kilometers a day. After this, Fatigue begins to set into the Crawler, 1D5 Fatigue every Kilometer traveled after. The average Crawler can Run for 8 hours straight without the need of rest. After the first 6 hours, Fatigue begins to set in, causing 1D5 levels of Fatigue for every hour without rest.

CRAWLER MOVEMENT SPEED

Half Move	Full Move	Charge	Run
8	16	24	48

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	25	20	--
Normal	50	22	--
Heroic	75	25	--
Legendary	100	28	--
Nemesis	125	30	1

RUSH

During a Charge or Run, the Crawler leaps into the air, grabbing an Opponent's arm to jerk their entire body downward. The Crawler performs a Warfare Melee Attack. Once connected, the Attack deals 2D10 + Strength Modifier Piercing Damage, with 4 Pierce.

Even if Damage was not made, the Crawler may still attempt to pull the Opponent down with an Opposed Strength Test. If the Crawler succeeds, the Opponent is dropped to the ground.

The Rush Attack is a Full Action that can only be made if Charging or Running.

TAKEDOWN

Without Charging or Rushing, the Crawler attempts to latch onto and pull down an Opponent. This Attack is like Rush, but deals 1D10 + Strength Modifier Piercing Damage, with 4 Pierce.

Even if Damage was not made, the Crawler may still attempt to pull the Opponent down with an Opposed Strength Test. If successful, the Crawler will drop their Opponent to the ground.

BITE

A Crawler's Bite is their standard Attack, dealing 1D10 + Strength Modifier Piercing Damage, with 4 Pierce. The average Crawler is able to deal 2 Attacks per Half Action.

If the Crawler is facing an Opponent who Is prone or knocked down, it is able to attack the jugular, a neck Sublocation, without Penalty. The Crawler is able to deal 3D10 + Strength Modifier Piercing Damage, with 4 Pierce.

PULL

The Crawler attempts to latch onto its Opponent with a Warfare Melee Test. If Successful, the Crawler will deal 1D10 + Strength Modifier Pierce Attack, with 4 Pierce.

If the Crawler landed the Attack, they're able to do a +10 Strength Test to Pull their Opponent 1 Meter in the direction of their choosing. The Crawler may choose to keep hold of the Opponent to attempt another Pull next Round, while the Opponent may attempt to escape or Attack one-handed.

COMMAND	ACTION TAKEN
Watch	The Crawler will watch the location it's in for any intruders or known Opponents.
Drop It	The Crawler will drop whatever it is holding.
Stay	The Crawler will stay in its current position.
Fetch	The Crawler will fetch a thrown item, or an item pointed at by the master.
Attack	The Crawler will perform the most useful move it can think of with a given circumstance. If the Crawler has proper distance, the Crawler will open with a Rush Attack, else the Crawler will most likely use a Takedown or Bite.
Specified Attack	Saying "Attack" and then an Attack name, the Crawler will perform that specified Attack.
Heel	The Crawler stops moving and will generally join up with the master if nearby.
Bark or Speak	The Crawler will bark.
Here or Come	The Crawler will rush to the master.
Up or Jump	The Crawler will Jump up to a specified location or to the master or stop laying down.
No	The Crawler will usually understand that the master is displeased with the Crawler's current actions.
Pay Attention	Saying this, or the Crawler's name, will cause the Crawler to pay attention to the master.
Shame	The Crawler understands that whatever it was doing is bad, will usually attempt to not do those actions anymore.
Down	The Crawler will jump down from wherever it is at, if at an elevated position.
Sit	The Crawler will sit in place.
Lay Down	The Crawler will lay down in place.
Search	If given a specified object with a smell, the Crawler will begin tracking for the whereabouts of the smell's source.
Go On	The Crawler will perform a blind search, where it will alert its master of anything the Crawler may view out of the ordinary.
Go Forward	The Crawler will begin to run ahead of the master in the general direction traveled and scout ahead.
Crawl	The Crawler begins to crawl.
Shake	The Crawler will shake hands.
Go Over	The Crawler will jump over and clear obstacles ahead of it.
Good	The Crawler understands that what it did pleased their master.
Dig	The Crawler will begin digging in a specified location.

CRAWLER ARMOR				
ERA	HEAD	ARMS	CHEST	LEGS
ANY	14	15	16	15

CRAWLER EQUIPMENT	
Boltshot, Suppressor, or Binary Rifle	Crawler Armor
WEAPON TRAINING	
All Weapon Training	



PROMETHEAN WARDEN

"My reach exceeds that of the stars themselves. You cannot escape my wrath."

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
1	60	55	60	45	45	50	50	50	35	50
2	65	60	65	50	50	55	55	55	40	55
3	70	65	70	55	55	60	60	60	45	60
4	75	70	75	60	60	65	65	65	50	65
5	80	75	80	65	65	70	70	70	55	70
--	+9	+6	+2	MYTHIC CHARACTERISTICS						

PHYSICAL ATTRIBUTES	
HEIGHT	510 centimeters (16 ft. 6 inches)
WEIGHT	1,452 kilograms (3,205 lb.)
SIZE	Hulking

SOLDIER TYPE SPECIAL RULES

CONSTRAINT FIELD: The Constraint Field is an apparatus that allows the Warden to levitate and constrain Characters and objects. The Constraint Field can carry up to 2,600 KG of Weight and reach up to 6 Meters away.

Characters caught in the Constraint Field are considered as Helpless and can only take speech actions. The Warden cannot attack while the Constraint Field is active.

PROMETHEAN VISION: The Promethean can see through 50 Meters of wall, floor, and any non-biological obstacle, to find biological forms. Promethean Vision can see any Character and Creature, including other Prometheans.

Promethean Vision also gives the Character +30 to finding Characters cloaked using Active Camouflage.

Promethean Vision lasts for 4 Half Actions and must recharge for 6 Half Actions.

TRANSLOCATION: Prometheans can teleport towards a chosen location. The Promethean is able to move up to their Run Movement Speed in Meters with each use of the Translocation Ability. This takes a Full Action to do.

The Promethean may choose to Teleport up to 2,000KG with them, including other Characters and multiple pieces of Equipment.

The Promethean may charge their Translocation Ability. The amount of Full Actions used to Charge is the multiplier to the distance able to be traveled. So, a Soldier Charging for 5 Full Actions will be able to Translocate up to their Run Movement Speed, multiplied by 5.

AUTO-TRANSLATION: Prometheans have auto-translation devices that are built into them. This allows them to speak, write, and understand any languages they have heard before.

GLOWING: Prometheans have an orange and yellow glow to their bodies, giving them a -25 Penalty to Camouflage Tests.

ETERNAL: The Warden, when commanding other Promethean Troops, automatically succeed at any Social Tests with a minimum of 1 Degree of Success. Any Promethean within 500 Meters can listen to the Warden's commands.

This means the GM doesn't have to always roll any Social Tests with the Warden against other Prometheans, unless they are actively fighting against the Warden.

DEATH SLIPSPACE FIELD: When the Warden is reduced to 0 or less Wounds, a Slipspace Field, with a 3 Meter Radius, opens. This Field teleports the damaged Warden back to a repair facility, but will take any other Promethean material with. This includes the Hellcat and Prefect Mjolnir Armors, alongside any Character that has Promethean or Forerunner-based Armor Abilities and Permutations.

GRAVITY BOMB: The Warden has access to Gravity Bombs, which are a Slipspace-based ball of energy with EMP properties. These Gravity Bombs move at 15 Meters Per Turn and track a single Opponent that is decided when the Bomb is fired.

If the Bomb hits any surface that is not a Character or Vehicle, it dissipates without detonation. If this strikes a Character or Vehicle, it detonates in a Blast (5) Radius, with the EMP (12) Special Rule. The Gravity Bomb also deals 1D10 +10 Damage, with 30 Pierce.

The Gravity Bomb will not attempt to make major course corrections around cover, but will not stop following a Character until it makes a collision of any kind.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	1,600	450	--
Normal	2,200	600	--
Heroic	2,800	750	1
Legendary	3,400	900	2
Nemesis	4,000	1,000	5

WARDEN ARMOR				
ERA	HEAD	ARMS	CHEST	LEGS
ANY	35	28	30	28

Though the Warden has powerful Chest Armor, there is a glowing sub-location located on each side of Warden's head. Both the back of the head and the face.

Attacking these Weak points in the Armor causes the Armor to be at a -10 Penalty, meaning the Armor Rating will only be 20 for figuring Damage Resistance.

WARDEN EQUIPMENT	
5 Splinter Grenades	Warden Hardlight Blade
Floodgate	Warden Armor
WEAPON TRAINING	
All Weapon Training	



FORERUNNER MONITOR

"Greetings! I am the monitor of Installation 04. I am 343 Guilty Spark"

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
--	10	30	20	45	--	65	65	45	50	45
--	--	--	+8	MYTHIC CHARACTERISTICS						

PHYSICAL ATTRIBUTES	
HEIGHT	58 centimeters (22.9 in)
WEIGHT	57 kilograms (126 lb.)
SIZE	Small

SOLDIER TYPE SPECIAL RULES

AUTO-TRANSLATION: Monitors have auto-translation devices that are built into them. This allows them to speak, write, and understand any languages they have heard before.

GLOWING: Monitors have an orange and yellow glow to their bodies, giving them a -20 Penalty to Camouflage Tests.

CONSTRAINT FIELD: The Constraint Field is an apparatus that allows the Monitor to levitate and constrain Characters and objects. The Constraint Field can carry up to 2,600 KG of Weight and reach up to 6 Meters away.

Characters caught in the Constraint Field are considered as Helpless and can only take speech actions. The Monitor cannot attack while the Constraint Field is active.

INTRUSION: When making any hacking attempts, the Monitor always gains a +20 Bonus to any and all Computer and technology Tests, no matter what, when against anything but Ancient Human and Forerunner technology. Monitors can even access nearly-destroyed technology, and technology protected or reinforced by UNSC and Covenant Smart AI.

When dealing with Mjolnir or other armor, the Monitor is considered not to have access. Monitors must be within 5 Meters to access non-Forerunner Technology, while they must be within 500 Meters to access Forerunner Technology.

INFRASTRUCTURE: Monitors have access to nearly all Forerunner information, alongside many other pieces of information detailing UNSC and Covenant factions. This makes it a constant -60 Difficulty when attempting to lie to or misinform a Monitor.

REPARATIONS: Reparations allow the Monitor to repair equipment and technology of any kind. Every Round that Reparations are active, the Monitor is able to repair 1 Break Point on a piece of Equipment. Any Promethean and Forerunner Characters will gain 1 Wound back, instead of any Break Points. The Monitor is able to use this Ability on themselves.

The Monitor has the **Only Flight Trait.**

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Nemesis	2,500	325	3

MONITOR ARMOR	
ERA	BODY
ANY	26

The Monitor has one Armor Location, which is Body. A Called-Shot to the "eye" of the Monitor would do nothing, as it shares the same Armor and Wounds, and no extra damage would be made against it.

The Monitor's Armor allows it to not take the x2 Damage from Kill Radius Special Rule attacks. Due to the Monitor, itself, being susceptible to Explosive shockwaves, any weapon that has a Kill Explosive Radius will deal an extra 1D10 points of Damage.

SHIELD INTEGRITY	RECHARGE DELAY	RECHARGE RATE
150	3	50

MONITOR EQUIPMENT	
Floodgate	Forcefield
WEAPON TRAINING	
All Weapon Training	

FORCEFIELD

Forcefield is a hardlight-based field with a 10 Meter Radius that is projected from the center of the Monitor. This Forcefield pushes any Character within it outward at 10 Meters per Turn. This can be reduced by a Toughness Test. For every degree of success on a Toughness Test, the Character is pushed by 1 Meter less.

For every Meter pushed back, the Character takes a point of damage.

The Forcefield lasts for 5 Rounds, and must recharge for 3 Rounds once used.



AGGRESSOR SENTINEL

"Sentinels! The holy warriors of the sacred rings!"

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
--	10	50	30	35	--	15	30	--	5	5
--	--	--	+8	MYTHIC CHARACTERISTICS						

PHYSICAL ATTRIBUTES	
HEIGHT	2.9 Meters (9'6 ft.)
WEIGHT	957 kilograms (2,109 lb.)
SIZE	Large

SOLDIER TYPE SPECIAL RULES

GLOWING: Sentinels have an orange and yellow glow to their bodies, giving them a -20 Penalty to Camouflage Tests.

REPARATIONS: Reparations allow the Sentinel to repair equipment and technology of any kind. Every two Round that Reparations are active, the Sentinel can repair 1 Break Point on a piece of Equipment or object. Any Promethean and Forerunner Characters will gain 1 Wound back, instead of any Break Points.

IMPULSE DRIVE: The Sentinel is equipped with an Impulse Drive that removes the Agility aspect of the Sentinel's Movement, and is replaced with a Top Speed of 265 MPT (240 km/h), and an Accelerate and Brake of 100. This takes one Round to activate and deactivate.

The Sentinel has the **Only Flight Trait.**

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Normal	200	35	--

AGGRESSOR ARMOR	
ERA	BODY
ANY	18

The Sentinel has one Armor Location, which is Body. The Shield of the Aggressor Sentinel extends outward half a Meter in each direction, meaning the Aggressor is able to also block possible missed shots as well as attacks against others behind it.

If an Attack misses the Aggressor by 1 or less Degrees of Failure, it will still count as hitting an active Shield.

Sentinel Shields will not activate against slow attacks, this includes Melee Attacks and thrown objects such as grenades. They will activate for explosives.

SHIELD INTEGRITY	RECHARGE DELAY	RECHARGE RATE
100	2	50

SENTINEL EQUIPMENT	
Sentinel Beam	Aggressor Armor
WEAPON TRAINING	
All Weapon Training	



GOLDEN AGGRESSOR SENTINEL

"Sentinels! The holy warriors of the sacred rings!"

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
--	10	50	30	35	--	15	30	--	5	5
--	--	--	+8	MYTHIC CHARACTERISTICS						

PHYSICAL ATTRIBUTES	
HEIGHT	2.9 Meters (9'6 ft.)
WEIGHT	957 kilograms (2,109 lb.)
SIZE	Large

SOLDIER TYPE SPECIAL RULES

GLOWING: Sentinels have an orange and yellow glow to their bodies, giving them a -20 Penalty to Camouflage Tests.

REPARATIONS: Reparations allow the Sentinel to repair equipment and technology of any kind. Every two Round that Reparations are active, the Sentinel can repair 1 Break Point on a piece of Equipment or object. Any Promethean and Forerunner Characters will gain 1 Wound back, instead of any Break Points.

IMPULSE DRIVE: The Sentinel is equipped with an Impulse Drive that removes the Agility aspect of the Sentinel's Movement, and is replaced with a Top Speed of 265 MPT (240 km/h), and an Accelerate and Brake of 100. This takes one Round to activate and deactivate.

The Sentinel has the **Only Flight Trait.**

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Normal	250	50	--

AGGRESSOR ARMOR	
ERA	BODY
ANY	20

The Sentinel has one Armor Location, which is Body. The Shield of the Aggressor Sentinel extends outward half a Meter in each direction, meaning the Aggressor is able to also block possible missed shots as well as attacks against others behind it.

If an Attack misses the Aggressor by 1 or less Degrees of Failure, it will still count as hitting an active Shield.

Sentinel Shields will not activate against slow attacks, this includes Melee Attacks and thrown objects such as grenades. They will activate for explosives.

SHIELD INTEGRITY	RECHARGE DELAY	RECHARGE RATE
100	2	75

SENTINEL EQUIPMENT	
Sentinel Beam, +3 Base Damage	Aggressor Armor
WEAPON TRAINING	
All Weapon Training	



ENFORCER SENTINEL

"Sentinels! The holy warriors of the sacred rings!"

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
--	10	50	30	35	--	15	30	--	5	5
--	--	--	+8	MYTHIC CHARACTERISTICS						

PHYSICAL ATTRIBUTES	
HEIGHT	6.3 Meters (20'6 ft.)
WEIGHT	32 Metric Tons
SIZE	Hulking

SOLDIER TYPE SPECIAL RULES

GLOWING: Sentinels have an orange and yellow glow to their bodies, giving them a -20 Penalty to Camouflage Tests.

IMPULSE DRIVE: The Sentinel is equipped with an Impulse Drive that removes the Agility aspect of the Sentinel's Movement, and is replaced with a Top Speed of 208 MPT (190 km/h), and an Accelerate and Brake of 100. This takes one Round to activate and deactivate.

The Sentinel has the **Only Flight Trait.**

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Normal	1,250	200	--

ENFORCER ARMOR		
ERA	BODY FRONT	BODY REAR
ANY	22	25

The Enforcer has one Armor Location, but with stronger rear armor. Any attacks to the Enforcer's rear will have to face against a stronger 25 Armor.

The Enforcer's Shield extends outward in a 10 Meter length, 8 Meter Height shield. This Shield protects the front of the Enforcer, but not the top, bottom, sides, or rear. Due to the size of the Shield, missed shots, as well as attacks against others behind the Enforcer, will still hit the Shield.

If an Attack misses the Enforcer by 1 or less Degrees of Failure, it will still count as hitting an active Shield.

The Enforcer's Shield ignores the Penetrating Special Rule.

SHIELD INTEGRITY	RECHARGE DELAY	RECHARGE RATE
300	6	300

SENTINEL EQUIPMENT	
Two Pulse Beams	Two Enforcer Missile Launchers
Enforcer Armor	
WEAPON TRAINING	
All Weapon Training	



SUPER SENTINEL

"Sentinels! The holy warriors of the sacred rings!"

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
--	10	50	30	35	--	15	30	--	5	5
--	--	--	+8	MYTHIC CHARACTERISTICS						

PHYSICAL ATTRIBUTES	
HEIGHT	6.9 Meters (20'6 ft.)
WEIGHT	30 Metric Tons
SIZE	Hulking

SOLDIER TYPE SPECIAL RULES

GLOWING: Sentinels have an orange and yellow glow to their bodies, giving them a -20 Penalty to Camouflage Tests.

IMPULSE DRIVE: The Sentinel is equipped with an Impulse Drive that removes the Agility aspect of the Sentinel's Movement, and is replaced with a Top Speed of 208 MPT (190 km/h), and an Accelerate and Brake of 100. This takes one Round to activate and deactivate.

The Sentinel has the **Only Flight Trait.**

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Normal	1,500	300	--

SENTINEL ARMOR		
ERA	BODY FRONT	BODY REAR
ANY	18	14

The Super Sentinel has one Armor Location, but with stronger front Armor. Any attacks to the Super Sentinel's rear Armor will face against the weaker 14 Armor.

Sentinel Shields will not activate against slow attacks, this includes Melee Attacks and thrown objects such as grenades. They will activate for explosives.

SHIELD INTEGRITY	RECHARGE DELAY	RECHARGE RATE
500	2	100

SENTINEL EQUIPMENT	
Four Sentinel Beams	Super Armor
WEAPON TRAINING	
All Weapon Training	



CONSTRUCTOR SENTINEL

"Sentinels! The holy warriors of the sacred rings!"

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
--	10	50	30	35	--	15	30	--	5	5
--	--	--	+8	MYTHIC CHARACTERISTICS						

PHYSICAL ATTRIBUTES	
HEIGHT	41.8 Centimeters (16.5 in.)
WEIGHT	4 kilograms (9 lb.)
SIZE	Small

SOLDIER TYPE SPECIAL RULES

GLOWING: Sentinels have an orange and yellow glow to their bodies, giving them a -30 Penalty to Camouflage Tests.

REPARATIONS: Reparations allow the Sentinel to repair equipment and technology of any kind. Every two Round that Reparations are active, the Sentinel can repair 1 Break Point on a piece of Equipment or object. Any Promethean and Forerunner Characters will gain ` Wound back, instead of any Break Points.

IMPULSE DRIVE: The Sentinel is equipped with an Impulse Drive that removes the Agility aspect of the Sentinel's Movement, and is replaced with a Top Speed of 265 MPT (240 km/h), and an Accelerate and Brake of 100. This takes one Round to activate and deactivate.

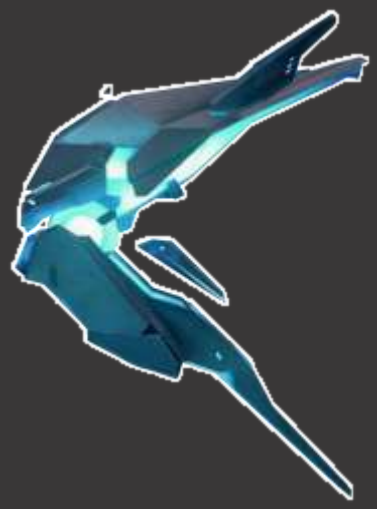
TINY: Due to this Sentinel's size, they are at a -10 Penalty To Hit.

SWARM: Constructor Sentinels are generally in swarms of 10 at a time.

The Sentinel has the **Only Flight Trait.**

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Normal	20	10	--

SENTINEL ARMOR	
ERA	BODY
ANY	10



CONTROLLER SENTINEL

"Sentinels! The holy warriors of the sacred rings!"

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
--	10	50	30	35	--	15	30	--	5	5
--	--	--	+8	MYTHIC CHARACTERISTICS						

PHYSICAL ATTRIBUTES	
HEIGHT	3.4 Meters (11'1 ft.)
WEIGHT	1,149 kilograms (2,533 lb.)
SIZE	Huge

SOLDIER TYPE SPECIAL RULES

GLOWING: Sentinels have an orange and yellow glow to their bodies, giving them a -20 Penalty to Camouflage Tests.

REPARATIONS: Reparations allow the Sentinel to repair equipment and technology of any kind. Every two Round that Reparations are active, the Sentinel can repair 1 Break Point on a piece of Equipment or object. Any Promethean and Forerunner Characters will gain 1 Wound back, instead of any Break Points.

IMPULSE DRIVE: The Sentinel is equipped with an Impulse Drive that removes the Agility aspect of the Sentinel's Movement, and is replaced with a Top Speed of 265 MPT (240 km/h), and an Accelerate and Brake of 100. This takes one Round to activate and deactivate.

The Sentinel has the **Only Flight Trait.**

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Normal	1,400	200	--

AGGRESSOR ARMOR		
ERA	BODY	
ANY	18	

The Controller has one Armor Location, but with stronger rear armor. Any attacks to the Controller's rear will have to face against a stronger 25 Armor.

The Controller's Shield extends outward in a 10 Meter length, 8 Meter Height shield. This Shield protects the front of the Controller, but not the top, bottom, sides, or rear. Due to the size of the Shield, missed shots, as well as attacks against others behind the Controller, will still hit the Shield.

If an Attack misses the Controller by 1 or less Degrees of Failure, it will still count as hitting an active Shield.

Sentinel Shields will not activate against slow attacks, this includes Melee Attacks and thrown objects such as grenades. They will activate for explosives.

The Controller's Shield ignores the Penetrating Special Rule.

SHIELD INTEGRITY	RECHARGE DELAY	RECHARGE RATE
300	5	300

SENTINEL EQUIPMENT	
Two Sentinel beams	Pulse Beam
WEAPON TRAINING	
All Weapon Training	



PROTECTOR I-00 SENTINEL

"Sentinels! The holy warriors of the sacred rings!"

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
--	10	50	30	35	--	15	30	--	5	5
--	--	--	+8	MYTHIC CHARACTERISTICS						

PHYSICAL ATTRIBUTES	
HEIGHT	6.9 Meters (20'6 ft.)
WEIGHT	30 Metric Tons
SIZE	Hulking

SOLDIER TYPE SPECIAL RULES

GLOWING: Sentinels have an orange and yellow glow to their bodies, giving them a -20 Penalty to Camouflage Tests.

IMPULSE DRIVE: The Sentinel is equipped with an Impulse Drive that removes the Agility aspect of the Sentinel's Movement, and is replaced with a Top Speed of 208 MPT (190 km/h), and an Accelerate and Brake of 100. This takes one Round to activate and deactivate.

The Sentinel has the **Only Flight Trait.**

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Normal	1,250	225	--

SENTINEL ARMOR		
ERA	BODY FRONT	BODY REAR
ANY	18	15

The Sentinel has one Armor Location, but with stronger front Armor. Any attacks to the Sentinel's rear Armor will face against the weaker 15 Armor.

Sentinel Shields will not activate against slow attacks, this includes Melee Attacks and thrown objects such as grenades. They will activate for explosives.

SHIELD INTEGRITY	RECHARGE DELAY	RECHARGE RATE
500	2	100

SENTINEL EQUIPMENT	
Sentinel Beam, +6 Base Damage	Super Armor
WEAPON TRAINING	
All Weapon Training	



PROTECTOR SW-0459 SENTINEL

"Sentinels! The holy warriors of the sacred rings!"

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
--	10	50	30	35	--	15	30	--	5	5
--	--	--	+8	MYTHIC CHARACTERISTICS						

PHYSICAL ATTRIBUTES	
HEIGHT	2.6 Meters (8'5 ft.)
WEIGHT	894 kilograms (1,970 lb.)
SIZE	Large

SOLDIER TYPE SPECIAL RULES

GLOWING: Sentinels have an orange and yellow glow to their bodies, giving them a -20 Penalty to Camouflage Tests.

VARIANTS: There are three variants of the Protector SW-0459 Sentinel. Offensive, Healing, and Shielding. The GM must choose which variant this Sentinel is before using it.

HEALING (Reparations): Reparations allow the Sentinel to repair equipment and technology of any kind. Every Round that Reparations are active, the Sentinel can repair 2 Break Points on a piece of Equipment or object. Any Promethean and Forerunner Characters will gain 2 Wounds back, instead of any Break Points.

OFFENSIVE: The Offensive Protector Drone comes equipped with a Sentinel Beam.

SHIELDING: The Sentinel is armed with a Shield Projection Unit that allows it to give any other Character or small vehicle (Warthog or smaller) a Shield with 100 Integrity and no Delay or Recharge Rate. The Character must be within 25 Meters to project the Shield. Once Depleted, the Shield will dissipate and must take 4 Turns to recharge. These Shields may overlap other Shields, but cannot stack with that Shield or any other Protector Sentinel Shielding.

IMPULSE DRIVE: The Sentinel is equipped with an Impulse Drive that removes the Agility aspect of the Sentinel's Movement, and is replaced with a Top Speed of 265 MPT (240 km/h), and an Accelerate and Brake of 100. This takes one Round to activate and deactivate.

The Sentinel has the **Only Flight Trait.**

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Normal	175	30	--

SENTINEL ARMOR		
ERA	BODY FRONT	BODY REAR
ANY	18	14

The Sentinel has one Armor Location, but with stronger front Armor. Any attacks to the Sentinel's rear Armor will face against the weaker 15 Armor.

Sentinel Shields will not activate against slow attacks, this includes Melee Attacks and thrown objects such as grenades. They will activate for explosives.

SHIELD INTEGRITY	RECHARGE DELAY	RECHARGE RATE
150	2	100

SENTINEL EQUIPMENT	
View VARIANTS Special Rule	Aggressor Armor
WEAPON TRAINING	
All Weapon Training	



ONYX SENTINEL

"Sentinels! The holy warriors of the sacred rings!"

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
--	10	20	30	35	--	15	30	--	5	5
--	--	--	+8	MYTHIC CHARACTERISTICS						

PHYSICAL ATTRIBUTES	
HEIGHT	2.9 Meters (9'8 ft.)
WEIGHT	870 kilograms (1,919 lb.)
SIZE	Large

SOLDIER TYPE SPECIAL RULES

GLOWING: Sentinels have an orange and yellow glow to their bodies, giving them a -20 Penalty to Camouflage Tests.

FORMATION: The Onyx Sentinels are able to combine with other Onyx Sentinels to increase their Firepower. For every Onyx Sentinel combined, the head Onyx Sentinel's Sentinel beam will gain +1 To Hit. An Infinite amount of Onyx Sentinels may combine into one formation.

STRUCTURE: Onyx Sentinels are able to create structures out of their Formation ability. This includes ships, bridges, buildings, and even entire planets.

IMPULSE DRIVE: The Sentinel is equipped with an Impulse Drive that removes the Agility aspect of the Sentinel's Movement, and is replaced with a Top Speed of 265 MPT (240 km/h), and an Accelerate and Brake of 100. This takes one Round to activate and deactivate.

The Sentinel has the **Only Flight Trait.**

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Normal	150	20	--

ONYX ARMOR		
ERA	BODY	BOOM
ANY	18	13

The Onyx Sentinel has two Armor Locations, Body and Boom. Attacks will generally hit the Body unless a hit on "Legs" or "Arms" is rolled when rolling To Hit.

The Shield of the Onyx Sentinel will not activate against slow attacks, such as Melee, falling debris, and thrown weapons. The Shield on the Onyx Sentinel will only activate against fast-moving projectiles such as rifle-fire, plasma, and explosives.

The Onyx Sentinel cannot use their Weapon while keeping their Shield activated. Whenever an Onyx Sentinel Attacks, the next Round their Shields will not be activated and any Recharge Delay will be paused.

SHIELD INTEGRITY	RECHARGE DELAY	RECHARGE RATE
150	3	150

SENTINEL EQUIPMENT	
Sentinel Beam, -3 Base Damage	Onyx Armor
WEAPON TRAINING	
All Weapon Training	



THE FLOOD BESTIARY

FLOOD BESTIARY

The Flood is an ancient mass, an infection, a parasite. Originating as the corrupted form of the most ancient beings of the Galaxy, the Precursors, The Flood was responsible for the devouring and destruction of most sentient life in the galaxy.

The Flood operate in two ways, either the ability to infect and control forms as a host, or to break down biological matter to create Pure Forms, which are Flood forms with no host body.

THE FLOOD BESTIARY AND SPECIAL RULES

The following section of this book covers the Flood and their various Special Rules, Abilities, and options for the GM. It is important for the GM to familiarize themselves with this section of the book, as The Flood is one of the easiest ways a GM can end a campaign with. That is to say, the easiest way to accidentally kill the party without meaning to.

Each section of the Flood Bestiary will contain information for the GM to use each aspect of the Flood and their possible difficulty levels and possibility of a party's survival.

BESTIARY ENTRIES

Each of the Contamination Levels have information on when to use each Bestiary Entry. These aren't always needed, but are a useful guideline for running a simple and, hopefully, streamlined campaign against the Flood.

Each Flood Bestiary Entry will not depend on needing the Contamination Level information, as each will have the information needed for each entry.

GM DISCLOSURE

The following Contamination Level system is for GMs to use to make a slowly increasing threat to Players and relieve some of the work and effort the GM may need to do. The Contamination Level System is not mandatory and can be ignored by GMs who do not want to use it.

CONTAMINATION LEVEL

Contamination Level is very important for the difficulty in fighting off the Flood. The higher the Level, the more difficulty it becomes to defeat the Flood on a local level. Contamination Level goes from 1 to 100, but can also go beyond this. At 100%, most parties will be impossible to even survive in the location, let alone defeat or fight back the Flood. An example of 100% Contamination level would be The Indulgence of Conviction during the events of Halo 3. A fully taken over ship that became more Flood than Machine.

BEGINNING CONTAMINATION LEVEL

To figure beginning Contamination Level, the GM can either decide on a number, or roll 1D5 for every Bestiary Level the GM chooses the game to begin at. This could mean an Easy game beginning with only a D5 roll, or a Nemesis game beginning with a 5D5 roll.

HOW TO USE CONTAMINATION LEVEL

The Contamination Level helps decide how dangerous the Flood are at any given time, and what forms the Flood have access to. Each Flood Form will have a Contamination level where they would generally begin showing up to fight the Players.

For every day that takes place in the game, the Contamination Level increases by 1. If major events happen by the GM's decision, they may increase the Contamination level manually.

WHEN CONTAMINATION REACHES 100

When Contamination reaches 100, a Proto-Gravemind is formed. This means that all Infection Forms gain an Intellect of 25, instead of 0. This means that they are able to become much more dangerous. On top of this, a Contamination level of 100 also means the general danger levels are through the roof, and no standard group of Human players would be able to survive.

LOWERING CONTAMINATION LEVEL

Players are able to lower the Contamination Level by performing GM-decided tasks, such as destroying key Dens and Hives, performing missions, and destroying Abominations, Juggernauts, Proto-Graveminds, and Graveminds. Based on GM-decided difficulty levels or how deserved they believe the mission given to be worth, the GM lowers the Contamination Level. A general rule of thumb would be to lower Contamination by 5 for every Bestiary level of difficulty.

CONTAMINATION

SPORES

Contamination Level: 1

The Flood Spore are micro-forms around the size of a fingernail. These forms are the most basic form of the Flood that acts as a carrier for infection and the building-blocks of Flood hives.

When in an area becomes infected with Spores, the Spores will begin to target air filtration systems and large-scale electronics to cease their functions. This includes ship engines, air filtration systems, and generators.

Flood Spores are able to begin construction Flood Dens Hives when there are enough built up in an area. When the Contamination level reaches 5, a Flood Den is created. When Contamination level reaches 10, a Flood Hive is created.

GROWTH POD

Contamination Level: 5

A Pod that incubates Flood Infection Forms. When destroyed, deploys 2D5 Infection Forms. When hatched without tampering, deploys 3D5 Infection Forms.

FLOOD DEN

Contamination Level: 5

A collection of (X)D5 Growth Pods. (X) is the level of Difficulty the GM wants, from 1 to 5. When Contamination reaches 10, Flood Dens are upgraded to Flood Hives.

INFECTION FORMS

Contamination Level: 5

Infection Forms are the most common form of the Flood. These are small balloon-like creatures that are deployed in large numbers.

Infection Forms are birthed from Flood Hives and Dens, and when they die, they release more Spores. Flood Infection Forms attack in parties of (X). (X) is equal to the Contamination level, multiplied by 2.

When a Character is at 0 Wounds and is attacked by a Flood Infection Form, they're taken over unless a Luck is burnt. When taken over, if Contamination is under 20, they'll generally be transformed into Carrier Forms. If Contamination is 20 or greater, they'll generally be transformed into Combat Forms. The GM may choose which happens.

The transformation takes 2 Full Actions for either.

FLOOD HIVE

Contamination Level: 10

When Contamination reaches 10, Flood Dens are upgraded to Flood Hives. When a Flood Den is upgraded to a Flood Hive, the Hive has a minimum of 30 Growth Pods.

Every 5 Contamination Level after the upgrade, 1D5 Growth Pods are added to the Hive.

When the Contamination Level reaches 20, the Hives become Flood Nests.

CARRIER FORMS

Contamination Level: 10

Carrier Forms are bloated walkers where the Host was used to incubate more Infection Forms. When killed, Carrier Forms spawn 2D5 Infection Forms.

COMBAT FORM

Contamination Level: 20

Flood Combat Forms are when Flood Infection Forms infect a Character and take them over. Flood Combat Forms serve as the Flood's primary form of combat and offense.

When Contamination Level reaches 20 and above, Combat Forms will begin showing up without casualties caused around the Players.

Each Combat Form may be stronger than another in various ways. Each time a Combat Form is created, the GM may select from a list of Options to customize it.

FLOOD NEST

Contamination Level: 20

Once Contamination reaches 20, the Flood Hives are upgraded to Flood Nests. When a Flood Hive is upgraded to a Flood Nest, the Nest has a minimum of 50 Growth Pods.

Every 5 Contamination Level after the upgrade, 2D5 Growth Pods are added to the Nest.

When the Contamination Level reaches 50, a Proto-Gravemind begins to form in one of the Flood Nests.

PURE FORMS

Contamination Level: 20

Pure Forms begin showing up at various levels of contamination. These are forms that need no host to take over. They are made of pure biomass and flood cells.

JUGGERNAUTS AND ABOMINATIONS

Contamination Level: 50

Juggernaut and Abominations begin to form at Contamination Level 50. These are the first step to Proto-Graveminds forming. Juggernauts and Abominations are powerful forms that increase the aptitude of Combat Forms by becoming a form of central intelligence for them.

Juggernaut and Abominations are powerful forms of Flood to fight.

PROTO-GRAVEMIND

Contamination Level: 75

GRAVEMIND

Contamination Level: 100

POD INFECTION FORM

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
--	20	10	25	--	40	--	30	--	--	--
--	+1	--	+3	MYTHIC CHARACTERISTICS						

PHYSICAL ATTRIBUTES	
HEIGHT	90 Centimeters (2'9 ft.)
WEIGHT	5 Kilograms (11 lb.)
SIZE	Small
CONTAMINATION	5

SOLDIER TYPE SPECIAL RULES

INFECTION: When the Infection Form attacks a Character that is at 0 or lower Wounds, the Infection Form begins to take over that Character.

In two Rounds, the Infection Form will have infected, taken over, and transformed the Character, creating either a Carrier Form or a Combat Form.

If the Character burns a point of Luck, the Infection Form is destroyed and the Character is back to 1 Wound.

SWARM: Flood Infection Forms attack in swarms of (X), where (X) is the Contamination Level, multiplied by 2.

The GM may also substitute this number, if not using the Contamination Level, by taking the Bestiary Level and multiplying it by 10, or just choosing a number they feel fit against their Party.

SPORE: When a Flood Infect Form dies within half a Meter of the face of a Character, the Character must make a +30 Toughness Test. If failed, the Character takes +1 level of Fatigue.

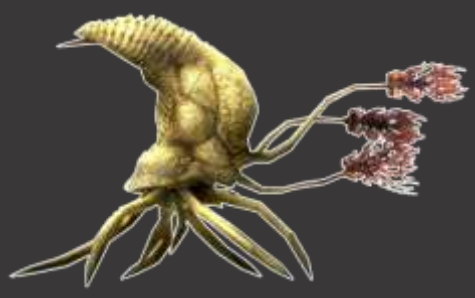
This can be alleviated by covering the mouth with clothe, rebreathers, or any other gasmask or filtration system. If in an open area with working ventilation systems, the Spore Special Rule will not work and Characters will not gain fatigue.

BURST: Flood Infection Forms have the capability of exploding themselves. This allows the Flood Infection Form to kill itself, popping Spores into the area and dealing 1D10 Damage with a Pierce of 10.

Burst is automatically triggered with Flood Infection Forms come in contact with Energy Shields and Plasma.

BILE: If the Flood Infection Form is unable to take over a Character for whatever reason, the Infect Form will begin to slowly melt itself and the Character into usable biomass. Once this happens to 5 Characters, a Pure Form of the GM's choice is created.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
--	5	3	--



SEEDER INFECTION FORM

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
--	20	10	35	--	40	--	30	--	--	--
--	--	--	+2	MYTHIC CHARACTERISTICS						

PHYSICAL ATTRIBUTES	
HEIGHT	90 Centimeters (2'9 ft.)
WEIGHT	5 Kilograms (11 lb.)
SIZE	Small
CONTAMINATION	5

SOLDIER TYPE SPECIAL RULES

INFECTION: When the Infection Form attacks a Character that is at 0 or lower Wounds, the Infection Form begins to take over that Character.

In two Rounds, the Infection Form will have infected, taken over, and transformed the Character, creating either a Carrier Form or a Combat Form.

If the Character burns a point of Luck, the Infection Form is destroyed and the Character is back to 1 Wound.

SWARM: Flood Infection Forms attack in swarms of (X), where (X) is the Contamination Level, multiplied by 2.

The GM may also substitute this number, if not using the Contamination Level, by taking the Bestiary Level and multiplying it by 10, or just choosing a number they feel fit against their Party.

SPORE: When a Flood Infect Form dies within half a Meter of the face of a Character, the Character must make a +30 Toughness Test. If failed, the Character takes +1 level of Fatigue.

This can be alleviated by covering the mouth with clothe, rebreathers, or any other gasmask or filtration system. If in an open area with working ventilation systems, the Spore Special Rule will not work and Characters will not gain fatigue.

BURST: Flood Infection Forms have the capability of exploding themselves. This allows the Flood Infection Form to kill itself, popping Spores into the area and dealing 1D10 Damage with a Pierce of 10.

Burst is automatically triggered with Flood Infection Forms come in contact with Energy Shields and Plasma.

ONLY FLIGHT: The Infection Form only has the ability of flight, as they have no other form of transformation. The Character's flight speed is already figured into their Movement, and no Bonuses or Penalties are gained.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
--	5	3	--



INFECTION CARRIER FORM

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
--	20	40	25	--	40	--	30	--	--	--
--	--	+1	--	MYTHIC CHARACTERISTICS						

PHYSICAL ATTRIBUTES	
HEIGHT	205 centimeters (6'9 ft) – 236 centimeters (7'9 ft)
WEIGHT	5 Kilograms (11 lb.)
SIZE	Small
CONTAMINATION	5

SOLDIER TYPE SPECIAL RULES

INCUBATION: The Carrier Forms gestate new Infection Forms, slowly becoming larger. At the point of formation, within the first Full Action of existence, the Carrier Form already holds one Infection Form.

Every 5 Rounds, one more Infection Form is created. Once 10 have Formed within the Carrier, the Carrier will burst. The Carrier Form may decide to wait to Burst until a victim is within distance.

BURST: At the point of Death or after forming 10 Infection Forms, the Carrier will explode. On detonation, the Carrier Form releases any Infection Form that was inside, while also dealing 2D10 Damage with a Pierce of 10.

The Burst covers a Radius of 2 Meters.

EXTERMINATED: If the Carrier Form takes 20 Damage in a single Attack, it will not deploy the Infection Forms, as they are all destroyed.

If killed using an explosive that has a Damage Roll of 3D10 or more, or by a Flamethrower weapon, the Infection Forms inside will be destroyed, as well.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
--	5	10	--



COMBAT FORMS

Flood Combat Forms are when Flood Infection Forms take over a host. Some races are immune to the effects of a Flood Infection Form, which means they are unable to be turned into a Combat Form.

Combat Forms are used by the Flood as a first line of offense, quickly spreading and attacking non-Flood Characters and creatures.

BIOMASS ONLY

Creatures that are immune to Infection Forms are called "Biomass Only" for sake of simplicity for the GM and players. This includes any Lekgolo, including ORION and Spartan Soldiers, Mgalekgolo, Yanme'e, and Huragok. These Characters cannot be taken over by the Flood, but may be broken down into Biomass.

Characters that are being used for Biomass are broken down into Pure Flood Forms. The GM may choose one Pure Flood Form to appear after 10 Minutes (40 Rounds) of In-game time.

COMBAT

Flood Combat Forms have two arms, which have the possibility of mutation. The GM may choose two arm weapon types, or use the default selection of one Whip Arm and one Weapon Arm.

Weapon Arms are the only one where the Combat Form is able to use weapons that take a hand to hold.

DAMAGE RESISTANCE

Unlike most other Characters in the Halo Mythic game, Flood Combat Forms have a pre-decided Damage Resistance. This helps speed up combat against these forms, as they tend to show up in swarms.

UNDEAD

The Head sublocation is replaced once transformed into a Flood Combat Form. A Flood Combat Form can only be completely killed when the Infection Form is destroyed, which is seen as the red tentacle frills that protrude from the location in which the Infection Form burrowed into the body. This is usually alongside the spinal cord or the neck and head area.

The Flood Combat Form cannot be killed unless the Infection Form is destroyed. If the body is destroyed, but the Combat Form is untouched, it is free to burst out of the Combat Form and attempt to take over another creature. Once the Wounds are reduced to 0, any amount of damage to the Head or the Infection Form will destroy that sublocation, and kill the Combat Form. If the Head is destroyed but not the Infection Form, it is still able to leave.

Flood Combat Forms are still able to move and take Actions when reduced to under 0 Wounds, unless their limbs have been destroyed.

Combat Forms are immune to Fatigue, Fear, Pinning, and all other Medical Effects.

RESSURECTION

If an Infection Form is destroyed, but the body remains intact, the body can be quickly taken back over by any other Infection Form, even if the Wounds of the body are under 0.

CHARACTER INFECTION

When a Character has been infected by the Flood, they are considered Dead. If the Player had failed to burn a Luck Point, or halt the Infection, then it is too late for them and that Character cannot return. Infected Characters will have their Characteristics altered in a specific way to match them to the similar run-of-the-mill Combat Form.

Characters who are Infected lose half of the Agility, their Warfare Range is reduced to 20, and their Warfare Melee is reduced to 25. The Character's Intellect is removed, their Perception is halved, and the Character's Charisma, Courage, and Leadership are removed.

The Character gains +2 Mythic Strength, +3 Mythic Toughness, and +2 Mythic Agility. Their Wounds are changed to 30, and they gain the same Damage Resistance of 6 + Half Armor as any other Combat Form.

COMBAT FORM BODY MODIFICATIONS

The GM may choose from the following Body Modifications when introducing a Flood Combat Form. Each alter how the Combat Form operates. Each chosen should give +10 Experience to the payout when killed.

JUMP DISTANCE

Jump Distance and Length are multiplied by 2 for all Combat Forms.

CONTROL: ABOMINATION AND JUGGERNAUT

When there is a Flood Abomination or Juggernaut within 100 Meters of the Combat Form, they gain 10 Intellect and can better coordinate in combat, instead of only attacking what is nearest.

CONTROL: PROTO-GRAVEMIND

Combat Forms within 1,000 Kilometers of a Proto-Gravemind are given an Intellect of 25, and are given the ability to Pilot vehicles and use Firearms.

CONTROL: GRAVEMIND

Combat Forms within 10,000 Kilometers of a Gravemind are given an Intellect of 40, and are given the Ability to Pilot Vehicles and use Firearms and Equipment. This includes flying ships, using explosives, and so on.

MODIFICATION	OUTCOME
Organic Armor	Large bone and skin masses are formed over chosen Armor Locations on the Body. The GM may choose these Locations. Each Location covered gains an extra +4 Damage Resistance, but the Combat Form loses either 5 Agility, or 1 Mythic Agility.
Fear Tactic	Some Forms will mutate in a way to expose the Skull, or other strange organic aspects of the Character. This gives the Combat Form a +10 to Intimidation Tests if controlled by a Gravemind or Proto-Gravemind.
Overgrowth	The Flood Combat Form takes in extra Flood Biomass during conversion. The Flood Form increases in Size value, Small to Normal, Normal to Large, etc. This gives them +1 to Mythic Strength, but -1 to Mythic Agility.

HUMAN COMBAT FORM									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
35	35	20	20	25	--	20	--	--	--
MYTHIC CHARACTERISTICS									
+2 Strength			+3 Toughness				+2 Agility		
EXPERIENCE			WOUNDS				DAMAGE RESISTANCE		
50			30				6 + Half Armor		

KIG-YAR RUUTIAN COMBAT FORM									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
30	25	20	20	25	--		--	--	--
MYTHIC CHARACTERISTICS									
+2 Strength			+3 Toughness				+3 Agility		
EXPERIENCE			WOUNDS				DAMAGE RESISTANCE		
45			30				6 + Half Armor		

UNGGOY COMBAT FORM									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
45	40	10	20	25	--	20	--	--	--
MYTHIC CHARACTERISTICS									
+2 Strength			+3 Toughness				+2 Agility		
EXPERIENCE			WOUNDS				DAMAGE RESISTANCE		
40			30				6 + Half Armor		

KIG-YAR T'VAOAN COMBAT FORM									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
30	15	25	20	25			--	--	--
MYTHIC CHARACTERISTICS									
+2 Strength			+3 Toughness				+8 Agility		
EXPERIENCE			WOUNDS				DAMAGE RESISTANCE		
55			30				6 + Half Armor		

SANGHEILI COMBAT FORM									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
55	55	20	20	25	--	15	--	--	--
MYTHIC CHARACTERISTICS									
+7 Strength			+6 Toughness				+8 Agility		
EXPERIENCE			WOUNDS				DAMAGE RESISTANCE		
65			30				6 + Half Armor		

KIG-YAR IBIE'SHAN COMBAT FORM									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
35	50	20	20	25			--	--	--
MYTHIC CHARACTERISTICS									
+2 Strength			+3 Toughness				+8 Agility		
EXPERIENCE			WOUNDS				DAMAGE RESISTANCE		
45			30				6 + Half Armor		

JIRALHANAE COMBAT FORM									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
40	55	20	20	25	--	25	--	--	--
MYTHIC CHARACTERISTICS									
+7 Strength			+6 Toughness				+8 Agility		
EXPERIENCE			WOUNDS				DAMAGE RESISTANCE		
70			30				6 + Half Armor		

SAN'SHYUUM COMBAT FORM									
STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
35	35	20	20	25			--	--	--
MYTHIC CHARACTERISTICS									
+2 Strength			+3 Toughness				+8 Agility		
EXPERIENCE			WOUNDS				DAMAGE RESISTANCE		
35			30				6 + Half Armor		

FLOOD BIOLOGICAL WEAPONS

Claw Appendage					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Biomass	1D10	Strength Modifier +3	Strength Modifier +4	+1 Meter	--
Elongated claws made of random fingers and extra grown hands.					

Blade Appendage					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Biomass	1D10	Strength Modifier +6	Strength Modifier +1	+1 Meter	--
A blade made of bone.					

Bludgeon Appendage					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Biomass	1D10	Strength Modifier +7	--	+1 Meter	--
A hardened, quick bludgeoning clump of biomass.					

Flesh Cudgel Appendage					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Biomass	2D10	Strength Modifier +3	--	--	--
A large flesh-made cudgel.					

Flesh Lash					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Biomass	1D10	Strength Modifier +5	--	+2 Meters	--
A whip made of biomass.					

THRASHER PURE FORM

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
--	60	50	10	--	40	--	10	--	--	--
--	+2	+10	+6	MYTHIC CHARACTERISTICS						

PHYSICAL ATTRIBUTES	
HEIGHT	236 centimeters (7'9 ft)
WEIGHT	200 Kilograms (440 lb.)
SIZE	Large
CONTAMINATION	20

SOLDIER TYPE SPECIAL RULES

BUILT TOUGH: The Character is large, wide, and well-balanced. The Character gains a +20 Bonus when Opposing a Grapple, Takedown, or any general Actions to prevent falling over.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
--	100	50	--



JUGGERNAUT PURE FORM

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
--	80	50	15	--	65	35	30	--	--	--
--	+8	+15	+6	MYTHIC CHARACTERISTICS						

PHYSICAL ATTRIBUTES	
HEIGHT	5.5 Meters (28 ft)
WEIGHT	500 Kilograms (1,102 lb.)
SIZE	Hulking
CONTAMINATION	50

SOLDIER TYPE SPECIAL RULES

WEAPONIZED: The Juggernaut Pure Form has two long Whips for limbs, which allow them to Attack up to 10 Meters away from where they stand. The Juggernaut Pure Form may make two Melee Attacks per Round. These Whips count as unarmed Melee Attacks, and not a Combat Form's Flesh Lash Appendage.

BUILT TOUGH: The Character is large, wide, and well-balanced. The Character gains a +20 Bonus when Opposing a Grapple, Takedown, or any general Actions to prevent falling over.

JUMP: The Juggernaut's Jump Height and Distance are multiplied by 2.

HIVEMIND: The Hivemind Ability allows the Juggernaut to improve the capabilities of Flood Pure Forms and Combat Forms around them. Flood Forms within a 100 Meter radius of the Juggernaut are given a 10 Intellect and are able to work together more easily. The GM may allow Combat Form hordes to work more tactically, such as having them target a single Character, for example.

Combat Forms are able to see and experience what the Juggernaut Form is experiencing.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
--	500	300	--



ABOMINATION PURE FORM

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
--	50	80	15	--	55	35	40	--	--	--
--	+15	+8	+6	MYTHIC CHARACTERISTICS						

PHYSICAL ATTRIBUTES	
HEIGHT	5.5 Meters (28 ft)
WEIGHT	5 Kilograms (11 lb.)
SIZE	Hulking
CONTAMINATION	50

SOLDIER TYPE SPECIAL RULES

WEAPONIZED: The Abomination Pure Form has two long Whips for limbs, which allow them to Attack up to 10 Meters away from where they stand. The Abomination Pure Form may make two Melee Attacks per Round. These Whips count as unarmed Melee Attacks, and not a Combat Form's Flesh Lash Appendage.

BUILT TOUGH: The Character is large, wide, and well-balanced. The Character gains a +20 Bonus when Opposing a Grapple, Takedown, or any general Actions to prevent falling over.

JUMP: The Abomination's Jump Height and Distance are multiplied by 2.

HIVEMIND: The Hivemind Ability allows the Abomination to improve the capabilities of Flood Pure Forms and Combat Forms around them. Flood Forms within a 100 Meter radius of the Abomination are given a 10 Intellect and are able to work together more easily. The GM may allow Combat Form hordes to work more tactically, such as having them target a single Character, for example.

Combat Forms are able to see and experience what the Abomination Form is experiencing.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
--	500	300	--

SWARM PURE FORM

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
--	20	10	30	--	40	--	30	--	--	--
--	+5	--	+4	MYTHIC CHARACTERISTICS						

PHYSICAL ATTRIBUTES	
HEIGHT	90 Centimeters (2'9 ft.)
WEIGHT	9.5 Kilograms (21 lb.)
SIZE	Small
CONTAMINATION	20

SOLDIER TYPE SPECIAL RULES

ONLY FLIGHT: The Infection Form only has the ability of flight, as they have no other form of transformation. The Character's flight speed is already figured into their Movement, and no Bonuses or Penalties are gained.

BITE: These forms have Bite Attacks that deal 2D10 + Strength Damage.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
--	20	15	--





BOMBER PURE FORM

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
--	10	30	10	--	40	--	30	--	--	--
--	--	--	+7	MYTHIC CHARACTERISTICS						

PHYSICAL ATTRIBUTES	
HEIGHT	60 Centimeters (2 ft.)
WEIGHT	6.3 Kilograms (14 lb.)
SIZE	Small
CONTAMINATION	30

SOLDIER TYPE SPECIAL RULES

ONLY FLIGHT: The Infection Form only has the ability of flight, as they have no other form of transformation. The Character's flight speed is already figured into their Movement, and no Bonuses or Penalties are gained.

BLAST: Bomber Forms will detonate when killed, and when within 1 Meter of a Character. This deals 2D10 Damage, with 10 Pierce. This kills the Bomber Pure Form.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
--	20	10	--

PURE STALKER FORM

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
--	20	50	35	--	25	--	40	--	--	--
--	+8	+12	+6	MYTHIC CHARACTERISTICS						

PHYSICAL ATTRIBUTES	
HEIGHT	
WEIGHT	
SIZE	
CONTAMINATION	40

SOLDIER TYPE SPECIAL RULES

WEAPONIZED: The Stalker Pure Form has two Claw Appendages from the Flood Bestiary weapons.

JUMP: The Stalker Jump Height and Distance are multiplied by 10.

MUTATION: The Pure Stalker Form is able to mutate into the Pure Tank Form and the Pure Ranger Form. This Action takes 2 Half Actions to perform. The Form keeps the same Wounds, but Characteristics will change.

CRAWLER: The Pure Stalker Form is able to climb and walk on any surface, including walls, ceilings, and so on.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
--	100	75	--





PURE TANK FORM

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
--	20	50	15	--	55	--	40	--	--	--
--	+15	+12	+6	MYTHIC CHARACTERISTICS						

PHYSICAL ATTRIBUTES	
HEIGHT	
WEIGHT	
SIZE	
CONTAMINATION	40

SOLDIER TYPE SPECIAL RULES

WEAPONIZED: The Stalker Pure Form attacks unarmed.

JUMP: The Stalker Jump Height and Distance are multiplied by 10.

MUTATION: The Pure Tank Form is able to mutate into the Pure Stalker Form and the Pure Ranger Form. This Action takes 2 Half Actions to perform. The Form keeps the same Wounds, but Characteristics will change.

BUILT TOUGH: The Character is large, wide, and well-balanced. The Character gains a +20 Bonus when Opposing a Grapple, Takedown, or any general Actions to prevent falling over.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
--	100	75	--



PURE RANGER FORM

CHARACTERISTICS										
BR	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
--	20	50	35	55	--	--	40	--	--	--
--	+8	+12	+6	MYTHIC CHARACTERISTICS						

PHYSICAL ATTRIBUTES	
HEIGHT	
WEIGHT	
SIZE	
CONTAMINATION	40

SOLDIER TYPE SPECIAL RULES

WEAPONIZED: The Ranger Form is able to make 2 Ranged Attacks per Half Action, and cannot make any Melee Attacks. These Ranged Attacks are Biomass Launchers that deal 2D10 +15 Damage with 14 Pierce. They can be launched up to 100 Meters.

JUMP: The Stalker Jump Height and Distance are multiplied by 10.

MUTATION: The Pure Ranger Form is able to mutate into the Pure Tank Form and the Pure Stalker Form. This Action takes 2 Half Actions to perform. The Form keeps the same Wounds, but Characteristics will change.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
--	100	75	--



Rank

RANK	ARMY	MARINE	NAVY	AIR-FORCE	SPARTAN
E-1	PVT – Private	PVT – Private	SR – Seaman Recruit	AB – Airman Basic	SR 1 – 15
E-2	PV2 – Private 2	PFC – Private First Class	SA – Seaman Apprentice	AMN – Airman	SR 16 – 30
E-3	PFC – Private First Class	L.Cpl. – Lance Corporal	SN – Seaman	A1C – Airman First Class	SR 31 – 45
E-4	SPC - Specialist	CPL – Corporal	PO3 – Petty Officer 3rd Class	SRA – Senior Airman	SR 46 – 60
E-4 S	CPL – Corporal	--	--	--	SR 61 – 75
E-5	SGT – Sergeant	SGT – Sergeant	PO2 – Petty Officer 2nd Class	SSGT – Staff Sergeant	SR 76 – 90
E-6	SSG Staff Sergeant	S.Sgt. – Staff Sergeant	PO1 – Petty Officer 1st Class	TSGT – Technical Sergeant	SR 91 – 105
E-7	SFC – Sergeant First Class	GySgt – Gunnery Sergeant	CPO – Chief Petty Officer	MSGT – Master Sergeant	SR 106 – 120
E-7 S	--	--	--	MSGT Diamond – Master Sergeant	--
E-8	MSG – Master Sergeant	MSgt – Master Sergeant	SCPO – Senior Chief Petty Officer	SMSGT –Senior Master Sergeant	SR 121 – 135
E-8 S	1SG – First Sergeant	1stSGT – First Sergeant	--	SMSGT Diamond – Senior Master Sergeant	--
E-9	CSM – Command Sergeant Major	M.GySgt – Master Gunnery Sergeant	MCPO – Master Chief Petty Officer	CMSGT – Chief Master Sergeant	SR 136 – 141
E-9 S	SMA – Sergeant Major Army	Sgt.Maj. – Sergeant Major	MCPON – Master Chief Petty Officer of the Navy	CMSGT Diamond – Chief Master Sergeant	--
E-9 S	SM – Sergeant Major	Sgt.Maj. MrCr – Sergeant Major of the Marine Corps	--	CCM – Command Master Sergeant	--
E-9 S	--	--	--	CMSAF – Chief Master Sergeant of the Air-Force	--
W-1	WO1 – Warrant Officer	WO – Warrant Officer	WO1 – Warrant Officer 1	--	--
W-2	CW2 – Chief Warrant Officer 2	CWO2 – Chief Warrant Officer 2	WO2 – Chief Warrant Officer 2	--	--
W-3	CW3 – Chief Warrant Officer 3	CWO3 – Chief Warrant Officer 3	WO3 – Chief Warrant Officer 3	--	--
W-4	CW4 – Chief Warrant Officer 4	CWO4 – Chief Warrant Officer 4	WO4 – Chief Warrant Officer 4	--	--
W-5	CW5 – Chief Warrant Officer 5	CWO5 – Chief Warrant Officer 5	WO5 – Chief Warrant Officer 5	--	--
O-1	2LT – Second Lieutenant	2ndLT – Second Lieutenant	ENS – Ensign	2DLT – Second Lieutenant	SR 142
O-2	1LT – First Lieutenant	1stLT – First Lieutenant	LTJG – Lieutenant Junior Grade	1STLT – First Lieutenant	SR 143
O-3	CPT – Captain	Capt. – Captain	LT – Lieutenant	CAPT – Captain	SR 144
O-4	MAJ – Major	MAJ – Major	LCDR – Lieutenant Commander	MAJ – Major	SR 145
O-5	LTC – Lieutenant Colonel	Lt.Col – Lieutenant Colonel	CDR – Commander	LTCOL – Lieutenant Colonel	SR 146
O-6	COL – Colonel	COL – Colonel	CAPT – Captain	COL – Colonel	SR 147
O-7	BG – Brigadier General	BGen – Brigadier General	RDML – Rear Admiral Lower	BIGGEN – Brigadier General	SR 148
O-8	MG – Major General	MajGen – Major General	RADM – Rear Admiral Upper	MAJGEN – Major General	SR 149
O-9	LTG – Lieutenant General	Lt-Gen – Lieutenant General	VADM – Vice Admiral	LTGEN – Lieutenant General	SR 150
O-10	GEN – General	GEN - General	ADM – Admiral Chief of Operations	GEN – General Air Force Chief of Staff	SR 151
SP	GA – General of the Army	--	FADM – Fleet Admiral	GAF – General of the Air Force	SR 152

RANK	LEGION	FLEET SECURITY	SPECIAL
E-1	Yanme'e Minor	--	--
E-2	Unggoy Minor	--	--
E-3	Unggoy Major	Unggoy Ranger	--
E-4	Unggoy Heavy	Spec-Ops Unggoy	--
E-5	Unggoy Ultra	--	--
E-6	Yanme'e Major	--	--
E-7	Yanme'e Ultra	--	--
E-8	Kig-Yar Minor	--	--
E-9	Yanme'e Leader	--	--
W-1	Kig-Yar Major	--	--
W-2	T'vaoan Murmillo	Kig-Yar Ranger	--
W-3	T'vaoan Champion	Kig-Yar Sniper, T'vaoan Commando	--
W-4	Mgalekgolo, Huragok	--	--
W-5	Sangheili/Jiralhanae Minor	--	--
O-1	Mgalekgolo Gold, Junior Staffer	Stealth Sangheili, Minor Ranger, Jiralhanae Stalker, Jump Pack Jiralhanae Minor	Unggoy Deacon
O-2	Sangheili/Jiralhanae Major	Special Ops Sangheili, Major Ranger, Jump Pack Jiralhanae Major	Elder Mgalekgolo, Senior Staffer
O-3	Sangheili/Jiralhanae Ultra	Special Operations Officer	Honor Guard, Vice Minister
O-4	Sangheili General, Jiralhanae Captain	Special Operations Sub-Commander, Jump Pack Jiralhanae Captain	Light of Sangheilios, Minister
O-5	Fleetmaster, Fieldmaster, Jiralhanae Chieftain	Special Operations Commander	Zealot, Ascetic
O-6	Supreme Commander, Jiralhanae War Chieftain	Ossoona	--
O-7	Imperial Admiral, Jiralhanae Army Commander	--	--
O-8	--		Zealot Ascetic, Yanme'e Queen, Kaidon
O-9	Arbiter, Chieftain of the Jiralhanae	--	High Councilor, Sangheili Councilor
O-10	--	--	Hierarch
SPECIAL	--	--	--

HOW RANK WORKS

Ranks are a system of hierarchical relationships in Armed Forces, Intelligence Agencies, and Police Forces. Halo Mythic offers an in-depth Ranking System for the Human and Covenant-based Factions.

A Character with a rank about another Character will almost always have more power than those below them. Ranks also give Bonuses as they rank up, including more cR payouts, Support Points, and access to Military technology.

UNSC and Human Ranks work the same as the United States Military. However, for the Covenant, a similar, but more disambiguated system is in place. This allows for the same type of rank pull and power, alongside cR and Experience payouts, but allowing the Covenant to have their own system free from the human system.

Ranks are a system of hierarchical relationships in Armed Forces, Intelligence Agencies, and Police Forces. Halo Mythic offers an in-depth Ranking system for both the Human and Covenant factions. It is recommended that the Covenant ranking system be followed, but the Human Faction Ranks should be used at GM Discretion.

A Character with rank above another will always be seen as more important, giving that Character more power. These Ranks also give Bonuses and Penalties to Social Skills of Military-based Characters.

At Character Creation for Human Characters, Players and the GM must decide rank through agreement. Usually, Players will begin around Rank E-1 through E-3, with the chosen Commanding Player at Rank E-6.

Covenant Players, on the other hand, have a simpler system. Their Soldier Type decides the Rank, with the Commanding Player given a single higher Rank than the rest. This means a Sangheili Minor can be a Commanding Unit above even some of the highest Kig-Yar and Unggoy.

Civilians are not held to ranks, nor are most Mercenaries and Scavengers. Civilians are exempt from Rank Bonuses and Penalties to Social Skills

RISING THROUGH THE RANKS

As missions are completed and time progresses, Characters will rise through the Ranks. Those who do not cause their Military problems and make smart decisions should be rewarded over time for their survival, achievements, and even plot reasons.

COVENANT RANK DIFFERENCES

Covenant Ranks, on the other hand, are given based on the Total Experience the Player has accumulated over time. When they reach a threshold, the GM may decide when they are allowed to rank up. The player has a choice between different options, and the GM shouldn't always allow any and every option to be taken, as some ranks are incredibly specific or even limiting to some types of campaigns and missions.

Only Experience gained after Character Creation count towards ranking up.

SPECIAL RANKS

Not all ranks are above another. Special Ranks do not gain bonuses over their similar rank. An E-4 Special does not gain bonuses over the E-4. The Special Rank beyond O-10, however, does gain bonuses.

RANK AND SOCIAL SKILLS

Characters are able to use Social Skills against others, such as Command. The more rank someone has over someone else, the more Bonuses they will gain on an Opposed Test. This only works for those within the ranks of a Military faction. For every rank one character has over another, they gain a +10 to the Test.

SPARTAN RANK

The creation of the Spartan IV Program introduced a new Military Branch for the UNSC specifically for Spartans. Any Spartan 1, 1.1, 2, 3, and 4 are folded into the new Branch, unless they have a standing and important Rank in another Branch, such as an Officer.

The Spartans Branch has a different system of Ranking, where they gain a number, instead of a title. These Spartans are then 'donated' or 'loaned' to one of the other Branches of the Military, giving them their equivalent of Rank that they would have, shown in the Rank table at the beginning of this section.

For every Mission completed, the Spartan gains +1 to their Spartan Rank (SR), and every time they show incredible skill in completing objectives and show great tactics and Commanding prowess, the GM may give them an extra. No Spartan should ever gain more than +5 to their SR in a single Mission, unless the Mission was Hard or greater in difficulty.

Spartans that share the same human Rank, but have different Spartan Rank, have the same Commanding and Social status as the other when dealing with others, but the Spartan with the higher Spartan Rank of the two technically takes charge over the other.

RANK AND PLAYER COMMAND

A Character can Command other Players as long as that Character is in a Commanding Rank over the others. These Tests can only be made against those of lesser Rank, and a Roll is still made by the Commanding Character. A Player or Character can still choose to ignore this, and are not bound by what the Commanding Character says. A Character is not allowed to use Commands to control the actions of another, but more to assert their authority.

SANGHEILI RANKING SYSTEM

LEGION

MINOR: Prerequisites: N/A

Minor is a Sangheili rank used by the Covenant and the Swords of Sanghelios. It is the lowest military rank in the Sangheili ranks. Minors often lead lances of Unggoy and Kig-Yar into battle. For Sangheili that choose to be in a fleet's Legion, this is their starting rank. The armor color is a dark blue.

MAJOR: Prerequisites: 3,500 Exp

Majors, as a rank, is medium-low in the Covenant rank structure, but are higher ranked than a Sangheili Minor. Only a Major can obtain the temporary rank of Ossoona, due to the fact that a more seasoned warrior prefers combat, not stealth. Majors usually command groups of Minors as well as other Covenant races in ground combat situations. In addition to commanding ground forces, Majors may also occupy the role of a "second-master" on a starship, effectively acting as the Shipmaster's second in command.

ULTRA: Prerequisites: 5,000 Exp

Sangheili Ultras command specific operations and are the Covenant's equivalent to a UNSC Field Officer. They are directly subordinate to Generals and Zealots. Ultras may choose to either continue infantry operations or begin naval operations. Upon choosing the former, they are used on high-priority missions. Upon choosing the latter, they are assigned to a starship and given the title of Second, showing they are Second in Command of the ship should the Shipmaster be absent.

GENERAL: Prerequisites: 8,500 Exp

Upon achieving the rank of General a Sangheili is given a choice; continue to serve the fleet's Infantry and lead further Ground Operations, or command a Starship and participate in the fleet's Naval operations. Upon choosing the latter, they are assigned to a ship and granted the title of its Shipmaster. Depending on the nature of a given military operation, Generals can report directly to a Zealot, Fieldmaster, Fleetmaster, or even if the situation is dire enough, the Supreme Commander.

FIELDMASTER/FLEETMASTER:
Prerequisites: 10,000 Exp

Fieldmaster is a title given to a high-ranking Sangheili in command of ground forces. They are characterized by their gold-colored armor and are often put in charge of a fleet's entire Infantry. Commonly they answer to the fleet's Supreme Commander and no one else.

A Fleetmaster is a title given to a high-ranking Sangheili in command of naval forces. They are characterized by their gold-colored armor and are often put in charge of a fleet's convoy of ships, able to issue orders to each Shipmaster in the fleet. Commonly they answer to the fleet's Supreme Commander and no one else. In smaller, 1 to 5 ship fleets, the Fleetmaster may also be the fleet's Supreme Commander.

SUPREME COMMANDER Prerequisites: 15,000 Exp

The rank Supreme Commander is one of the highest ranks used by the Covenant Navy. They command large fleets. Despite the high status of the title, a Supreme Commander is lower in rank than an Imperial Admiral. The Supreme Commander of a fleet has direct command over its Fleetmaster, it's Fieldmaster, and it's Special Operations Commander, allowing the Supreme Commander to give assignments to all three divisions of their fleet (Infantry, Navy, and Special Warfare) without needing to micro-manage their activities directly. The Supreme Commander is normally the Shipmaster of the fleet's Capital Ship.

IMPERIAL ADMIRAL Prerequisites: 18,000 Exp

Imperial Admiral is the highest non-political rank a Sangheili within the Covenant could possibly obtain. An Imperial Admiral has command over every Supreme Commander in the Covenant Empire, and may set assignments for them as such. Imperial Admirals control large fleets of warships and normally operate on a very high-ranking flagship such as a Supercarrier or other very powerful capital warships.

SPECIAL WARFARE

STEALTH SANGHIELI: Prerequisites: 4,000 Exp

Stealth Sangheili are a specialized Sangheili unit of the Covenant, tasked with infiltration and stealth operations. They report to Fleet Security of the Special Warfare Group. They are typically seen commanding a file of Spec-Ops Unggoy soldiers. They are the starter rank for the Special Warfare branch of Sangheili. They come equipped with built-in active camouflage to their light blue harness.

MINOR RANGER: Prerequisites: 5,500 Exp

Ranger is a special position. It is a temporary inherited title which provides a vacuum-sealed suit to the user as well as a covenant thrust pack, which replaces the previous equipment and armor. Rangers often operate in the vacuum of space and normally are volunteers. They are officially a part of the Special Warfare division, but members from the Legion division may volunteer for Ranger service.

MAJOR RANGER: Prerequisites: 8,000 Exp

Major Rangers are to Minor Rangers as a regular Major is to a regular Minor. Major Rangers come with an anti-grav pack rather than a thruster pack, granting them true flight.

SPEC-OPS: Prerequisites: 6,000 Exp

The Special Operations Sangheili is a Covenant Sangheili rank. It is the second-lowest rank in the Special Operations branch.

Special Operations Sangheili are members of the Covenant Special Operations branch of the Covenant Special Warfare Group. Sangheili of this rank are extremely skilled warriors and are sent in to accomplish some of the most dangerous and difficult missions for the safety of the fleet.

SPEC-OPS OFFICER: Prerequisites: 7,000 Exp

A Special Operations Officer is subordinate to Special Operations Sub-Commander and possesses a large amount of political and military authority. The role of such individual is to lead a squad of Special Operations forces, similar to the role of the higher ranking Special Operations Commanders and Sub-Commanders, but the troop that Special Operations Officers command holds fewer troops in lower rank than the ones commanded by the others.

SPEC-OPS SUB-COMMANDER:
Prerequisites: 8,000 Exp

Similar how a General is the subordinate to the fleet's Fieldmaster or Fleetmaster, a Sub-Commander is the subordinate to the fleet's Special Operations Commander. In times that demand the attention of the Commander, they will normally appoint a Sub-commander into the team they will lead, acting as a second in command should something happen.

SPEC-OPS COMMANDER: Prerequisites: 10,000 Exp

Special Operations Commander was a high Covenant Sangheili rank. Special Operations Commanders held authority over all Special Operations forces within a fleet and were tasked with maintaining the fleet's security, and had the of speaking directly to the Hierarchs and relaying their messages to the High Council should need be. In missions of great importance they will likely lead a task force consisting of a Sub-commander and several Officers.

OTHER/MISC RANKS/TITLES

SHIPMASTER: Own a Starship

This is an inherited rank that anyone that owns a starship receives. The crew will refer to the character by this term and they are considered in Command of the vessel.

HONOR GUARD: Prerequisites: 7,500 Exp

Honor Guardsmen were among the most skilled of all Sangheili warriors and were hand-picked for the duty of protecting the High Prophets and other high ranking officials in the Covenant High Council. Honor Guardsmen were expected to immediately kill anyone who drew a weapon in the presence of a Hierarch, though they might stand down should an Arbiter or Kaidon do so. In addition, they kept order during important meetings within the High Council. Although the position was a great honor, it was seen by some Sangheili as a merely ceremonial duty and a way to silence those who were aware of the Hierarchs' duplicity. Some expected to encounter little to no combat in the ranking, select Sangheili were known to have even declined a place in the Honor Guard.

LIGHT OF SANGHEILIOS: Prerequisites: 9,000 Exp

The Lights of Sanghelios were a revered elite unit among the Sangheili Honor Guard. The Lights of Sanghelios, sometimes referred to as the Honor Guard Ultras or the "Helios" for short, was a distinctive unit of Sangheili Honor Guardsmen in the Covenant. The Lights of Sanghelios represented the most adept and highest-ranking combat units within the Covenant Honor Guard, consisting solely of Sangheili. Members of the elite unit were often given the privileged duty to protect the San 'Shyuum of the Covenant. High-ranking San 'Shyuum politicians hand-picked Honor Guardsmen within the Lights of Sanghelios to serve as their personal guards.

ZEALOT: Prerequisites: 10,000 Exp

This is a special title inherited by a Sangheili that meets the prerequisites. The Sangheili must be a devoted follower of the great journey to receive this title. As members of the Ministry of Fervent Intercession, true Zealots form the razor's edge of any significant Covenant military operation. Zealot squads are tasked with the location and analysis of any information which might lead to a reliquary (Forerunner) site. Once The color of a Zealot's armor depends on their role. Legion Commander Zealots have a bright golden color, while Special Warfare Zealots are given a maroon color.

ASCETIC: Prerequisites: 10,000 Exp

This is an inherited title/rank. The Ascetics are a group within Sangheili culture charged with enforcing ideological purity and correct interpretation of Holy Scriptures. Ascetics act as the physical and mental embodiment of ideological purity. Their presence is meant to promote feelings of stability and order, as well as instill confidence in those loyal to the State and fear in those who would undermine it; to that end, their actions are swift and their decisions final. Leading by example, their ultimate purpose is to show each Sangheili the true path.

KAIDON: Prerequisites: 11,500 Exp

The Kaidon (or "Clan Leader") is a Sangheili dynastic rank. The head of a Sangheili State is referred to as "Kaidon". Kaidons are chosen by the previous rulers of the specific state. After crowning, it is considered common that any Elder who disagrees with the crowning of the new Kaidon send one or more assassins to kill him or challenge the Kaidon himself, as a form of testing whether the Kaidon is worthy of ruling. The Sangheili believe that a Kaidon who cannot defend himself is unworthy of leadership. The Kaidon, despite being a political ruler, is still very active in the military, even leading long time campaigns into enemy territory, leaving the Elders to rule in their stead. Kaidon is a lifelong rank, so the next Kaidon is only crowned after the current Kaidon dies. For rules on Playing as a Kaidon, see the GM Section.

SANGHEILI COUNCILOR: Prerequisites: 13,000 Exp

Sangheili Councilor is a title bestowed upon Sangheili that become members of the High Council.

JIRALHANAE RANKS

SPECIAL RULE: Pack Alpha

Whenever a Rank has this rule as an additional requirement, you must find and defeat another Jiralhanae that already holds that rank in a one on one fight to either unconsciousness or death.

LEGION

MINOR: Prerequisites: N/A

Jiralhanae Minor is the lowest and most common Jiralhanae rank. The Jiralhanae who have this rank are the youngest and most inexperienced in the Covenant. They are very weak compared to Brute Majors, but can still be challenging. This is the first rank for the Legion.

MAJOR: Prerequisites: 6,000 Exp

Majors are lightly experienced soldiers of the Covenant, making up a portion of the Jiralhanae ranking system. Majors often lead files and lances of lower-ranking Jiralhanae, Kig-Yar, and Unggoy on the battlefield. They are given better armor protection and have access to better armament. During the Great Schism, they were given better armor and weapons.

ULTRA: Prerequisites: 7,500 Exp

The Jiralhanae Ultra is the highest of the three Legion Jiralhanae infantry ranks, and as such they are fewer in number than Minors and Majors. Because of their intermediate status on the Jiralhanae hierarchy, these Jiralhanae can usually be found leading at least two Jiralhanae Minors and groups of lesser Unggoy and Kig-Yar. They are also frequently led by a higher-ranking Jiralhanae Captain or Jiralhanae Chieftain. Ultras may choose to either continue infantry operations or begin naval operations. Upon choosing the former, they are used on high-priority missions. Upon choosing the latter, they are assigned to a starship and given the title of Second, showing they are Second in Command of the ship should the Shipmaster be absent.

CAPTAIN:

CAPTAIN MINOR: Prerequisites: 9,000 Exp and Pack Alpha
CAPTAIN MAJOR: Prerequisites: 9,500 Exp and Captain Minor
CAPTAIN ULTRA: Prerequisites: 10,000 Exp and Captain Major
Jiralhanae Captains come in three ranks, each holding higher status than the last, but all holding the same level of official rank compared to lower ranks. The ranks are Captains Minors, Majors, Ultras. All fill similar command roles. Upon achieving the rank of Captain, a Jiralhanae is given a choice; continue to serve the fleet's Infantry and lead further Ground Operations, or command a Starship and participate in the fleet's Naval operations. Upon choosing the latter, they are assigned to a ship and granted the title of its Shipmaster.

CHIEFTAIN: Prerequisites: 10,500 Exp and Pack Alpha
Chieftain, also known as Alpha, is a position within the Jiralhanae race. It is one of the highest positions in the Jiralhanae hierarchy both in social aspects and in military rank within the Covenant. Chieftains primarily serve as military commanders. They are leaders of groups of the half-a-dozen or more Jiralhanae as well as several lower caste species within a "pack." In Jiralhanae society, Chieftains are subordinate only to War Chieftains and the Chieftain of the Jiralhanae.

Apart from pack leadership position, the Jiralhanae Chieftains are also spiritual leaders, giving sermons to their packs. Maccabeus, while Chieftain of the Rapid Conversion, would lead their pack in religious sermons, like the Progression of the Ages and blessing pack meals. While of similar rank to Fleetmaster, Fieldmaster, and Spec-Ops Commander, there can be as many as ten Chieftains in any fleet. They would only need to answer to their War Chieftain, a Jiralhanae Army Commander, or the Chieftain of the Jiralhanae.

WAR CHIEFTAIN: Prerequisites: 10,500 Exp and Pack Alpha
War Chieftains are superior in rank to regular Jiralhanae Chieftains and are responsible for commanding much larger packs. Despite this, War Chieftains are more often seen guarding smaller outposts. They are commonly commanders of Scarabs, and always perform tasks with a crew featuring Jiralhanae exclusively. There can be as many as five War Chieftains in any given fleet, but one always asserts their dominance as the Alpha. War Chieftains usually command the fleet's Master-packs and Alpha Tribes. A War Chieftain must only answer to their fleet's Alpha, a Jiralhanae Army Commander, or the Chieftain of the Jiralhanae.

JIRALHANAE ARMY COMMANDER: 14,500 Exp and Pack Alpha
The Jiralhanae Army Commander is similar in rank to the Supreme Commander in that they have command of virtually all War Chieftains in the covenant. They are second only to the Chieftain of the Jiralhanae, and are often their right hand in military affairs when they must partake in religious or diplomatic ones.

CHIEFTAIN OF THE JIRALHANAE: 19,000 Exp and Pack Alpha
The Chieftain of the Jiralhanae was the central political and military leader within the Jiralhanae contingent of the Covenant, responsible for representing their interests in the Covenant. While a Jiralhanae Chieftain controlled a relatively small pack or clan, the Chieftain of the Jiralhanae had authority over every member of the race, and essentially functioned as the commander-in-chief of the Jiralhanae. Such a rank need only answer to the Hierarchs and the High Council. The Chieftain was also occasionally issued with missions of high importance, such as aiding an Arbiter on high importance missions.

SPECIAL WARFARE

STALKER: Prerequisites: 4,500 Exp
Stalkers are commonly seen acting as spies and bodyguards for Jiralhanae Chieftains, however, they have a far more covert role in the Covenant. On the battlefield, they can function as spies and assassins. Jiralhanae Stalkers often use their active camouflage to flank and ambush unsuspecting hostile forces. They also use radar jammers to confuse enemies, before charging in with Type-52 Maulers to finish them off. The Stalkers replaced the Stealth Sangheili after the Sangheili were expelled from the Covenant, and are the starter class for their Special Warfare division.

JUMP PACK:

JUMP PACK MINOR: Prerequisites: 4,500 Exp
JUMP PACK MAJOR: Prerequisites: 6,000 Exp
JUMP PACK ULTRA: Prerequisites: 7,500 Exp
JUMP PACK CAPTAIN: Prerequisites: 9,000 Exp and Pack Alpha
Jump Pack Jiralhanae, are a specialist rank for Jiralhanae serving in the Covenant. They are airborne troops that utilize jump packs. The Jiralhanae believe that there are few honors higher than serving in a Jump Pack unit. There are a variety of ranks for these specialists, ranging from Minor, Major, Ultra, and even Captain. Each respective rank holds the same authority as their Legion Infantry counterpart. They were made out to replace Ranger Sangheili, but lack the true flight Grav technology the former had.

BODYGUARD: Prerequisites: 10,000 Exp
Bodyguard is a specialty rank for Jiralhanae serving in the Covenant. They serve as bodyguards for Jiralhanae Chieftains and other Covenant political figures. Bodyguards are responsible for the protection of their pack's Chieftain as well as for the enforcement of tribal and military law. Whenever there is a Chieftain nearby, you will encounter Jiralhanae Bodyguards, which look very similar to Captains. During the Great Schism, some Jiralhanae Bodyguards served as the High Prophet of Truth's personal protectors.

OTHER/MISC.

HONOR GUARD: Prerequisites: 7,500 Exp
The position of Jiralhanae Honor Guardsman is a notably high Covenant Jiralhanae rank. Jiralhanae that occupy this rank serve as protectors for the Covenant's Hierarchs and other political figures during the Great Schism. The Jiralhanae Honor Guardsmen took the place of the Sangheili Honor Guardsmen as the loyal Protectors of the Hierarchs after the assassination of the High Prophet of Regret by John-117. This Changing of the Guard was the beginning of the Great Schism. The Sangheili were incensed that their role of protecting the San 'Shyuum, which they had faithfully executed for a millennium, had been revoked and delegated to their rivals, the Jiralhanae. The new Jiralhanae role is largely ceremonial, unless a San 'Shyuum's life is being threatened.

UNGGOY RANKING

LEGION

MINOR: Prerequisites: N/A

Minors are the lowest rank in the Covenant military ranking system for the Unggoy, essentially being little more than cannon fodder. Bearing orange methane breathers and light-armored harness, the Sangheili and Jiralhanae often send them into battle with little or no remorse. Minors exhibit various combat behaviors when their commander is killed; the most common combat behavior being to simply retreat and seek cover, or arming themselves with plasma.

MAJOR: Prerequisites: 2,000 Exp

Unggoy Majors are higher in rank than Minors and are slightly more powerful than their lesser counterparts in terms of strength, intelligence, leadership, and morale. They often lead Unggoy Minors in battle, and sometimes entire lances when no higher caste species are present. However, even these higher-ranked Unggoy hold no power over any other forces in Covenant society, save for Yanme'e Minors.

HEAVY: Prerequisites: 3,000 Exp

Heavy is a high Covenant Unggoy rank. This rank is designated for the use of heavy weapons, turrets, and some vehicles. The original Unggoy Heavies wore distinctive sage-green armor, typically with a full-face methane breather and a cylindrical methane tank on their back, similar to the Unggoy Ultra. Their armor provided significantly more protection.

ULTRA: Prerequisites: 4,500 Exp

The Unggoy Ultra is the highest Unggoy rank seen so far in the Covenant military outside of the church and council. Like Sangheili Ultras, Unggoy Ultras wear distinct white/pearl-like armor. Unggoy Ultras can sometimes be seen commanding groups of lower class Unggoy in battle, and are even seen leading black-armored Special Operations Unggoy into combat.

SPECIAL WARFARE

RANGER: Prerequisites: 2,500 Exp

Unggoy Rangers are specialists fully trained and armored for extra-vehicular activity. With engagement suits designed to withstand extreme temperatures, low-to-zero gravity, and other rigors found in the vacuum of space, this role is fully capable of EVA combat. Rangers are also deployed into dangerous terrestrial environments where terrain is unsuitable to traverse for other infantry. Their Methane packs are equipped with an added feature of being able to expel small amounts of Methane to jump around, as if using a Jump Pack.

SPEC-OPS: Prerequisites: 3,500 Exp

Unggoy of this rank are in the Special Operations division of the Covenant. If they Unggoy are given proper training, they can acquire specialized roles to provide excellent support to Special Operations teams. Often standard infantry. Generally tougher, smarter, and certainly more aggressive than their lesser brethren, Special Operations Unggoy are always deployed with Special Operations Sangheili team leaders. These resilient, loyal, and dangerous operatives are not to be underestimated under any circumstances. If a Special Operations Grunt's leading Sangheili is killed, rather than panicking and fleeing, they will often seek revenge, finding cover and sending plasma grenades and plasma bolts accurately at the opponent who killed the Sangheili.

OTHER/MISC.

DEACON: Prerequisites: 5,000 Experience and 40 Intellect

Deacon is a decorated rank and title for Unggoy serving in the Covenant. As the name suggests, a Deacon is used for religious reasons rather than combat. A Deacon is sent to help reinforce the spirituality of ships and throughout the forces. Deacons are also learned in the "sacred glyphs" that the Forerunners use in their machines. Deacon is the only title in the Ministry of Tranquility that is open to Unggoy, likely making the rank the only governmental position that Unggoy can hold. Deacon is also one of the few jobs Unggoy can get that does not have to involve hard manual labor or military service. Unggoy Deacons command more respect than the rank and file Unggoy, but are still held in low esteem.

KIG-YAR RANKING

LEGION

MINOR: Prerequisites: N/A

Minor is the lowest rank in the Kig-Yar rank structure. Like Unggoy, the Kig-Yar are commonly seen in combat and are deployed as cannon fodder. Because of this, they are seen in almost every engagement with other types of Covenant forces. Kig-Yar Minors spend most of their time bombarding enemy forces with rapid-fire volleys of plasma bolts from behind their arm shields.

Minors operate in a manner that is similar to Kig-Yar pirate "kill-squads" that once raided settlements in the Y'Deio system in the Kig-Yar’s early history.

MAJOR: Prerequisites: 3,000 Experience

Major is a rank attainable by Kig-Yar in the Covenant military. They are characterized by their orange point-defense gauntlets, and have moderately greater stamina than Kig-Yar Minors. Similar to their less experienced brethren, Majors constitute a large part of the Covenant's mainstream infantry. They are seen in almost every engagement alongside other types of Covenant forces. Sometimes, a Kig-Yar Major leads a lance of low-ranking Kig-Yar and Unggoy.

MURMILLO: Prerequisites: 4,500 Experience

This rank is exclusive for the Kig-Yar T'vaoan subtype. Murmillo (plural: Murmillones) is a rank attainable by Kig-Yar T’vaoan in the Covenant military. Murmillones are one of the higher and more formidable ranks that a Skirmisher can obtain. The rank of Murmillo originates from ancient Kig-Yar gladiators. Murmillones are selected from the best combat-rated Skirmisher Majors. Murmillones specialize in close-quarters combat. The armor of Murmillones is based off of ancient Kig-Yar gladiatorial designs. These ancient Kig-Yar would hold inter-clan physical combat competitions in the largest population centers on Eayn's biggest continent. They generally strike in packs and attempt to flank the enemy and use their wrist shield gauntlets to cover their exposed bodies, including their heads, while strafing enemies.

CHAMPION: Prerequisites: 7,500 Experience

Champion is the highest rank attainable by Kig-Yar T'vaoan in the Covenant military. In the Covenant military, Champions hold several roles, as well as being a formidable portion of the frontline infantry combatants. Many Champions serve in leadership positions, reporting directly to Sangheili Majors on the battlefield instead of other squads in the Skirmisher contingent. This is because of the need for unilateral communication to outlying infantry forces. Most Sangheili are considered too valuable to have solitary command roles in the battlefield frontlines when leadership is necessary. Therefore, Champions often serve as the intermediary rank between other Skirmishers and the Sangheili command. Skirmisher Champions often lead Unggoy and lower-ranking Kig-Yar and Yanme'e in the field.

SPECIAL WARFARE

RANGER: Prerequisites: 4,500 Experience

The Kig-Yar Rangers are a specialized group of Kig-Yar in the Covenant military. This is a Rank given only to Ruutians and Ibie-Shan. Rangers are trained as zero-gravity combat units and wear vacuum suits. They are considered another component of the Covenant's extra-vehicular activity combat arm. Rangers are often deployed within infantry-based engagements in the vacuum of space, often in a defensive position. To a lesser extent, Rangers may be deployed to terrestrial environments where high mobility over vertical terrain serves as a significant advantage. Kig-Yar Rangers are trained in mid-range to long-range combat. Rangers are also used for boarding actions on hostile vessels and external maintenance on allied vessels. They were sometimes used to assist the Sangheili Rangers. Kig-Yar Rangers could be deployed into combat engagements through the use of Covenant drop pods, even in zero-gravity operations.

SNIPER: Prerequisites: 6,000 Experience

Sniper is a specialized Kig-Yar rank in the Covenant military, relatively high in the Kig-Yar rank hierarchy. This is a rank limited to the Kig-Yar Ruutians and Ibie-Shan. They are highly skilled marksmen, though they are not deployed as often as their infantry comrades. Kig-Yar Snipers are generally tasked with roles revolving around long-range combat, sniper support, scouting, and assassinations. The role of Kig-Yar Snipers has been viewed as critical to achieve success in most groundside engagements. Only battle-hardened veteran Kig-Yar are chosen to become a part of the Sniper class. All Kig-Yar are born gifted with extraordinarily acute senses of sight, hearing, and smell, making them adept as scouts and snipers in the Covenant military. The Kig-Yar's natural ability and skill at stealth makes them efficient hunters. Kig-Yar Snipers were often used as lookouts posted on patrol or on sniper perches around Covenant installations and military bases.

COMMANDO: Prerequisites: 6,000 Experience

This rank is exclusive for the Kig-Yar T'vaoan subtype. Commando is a rank held by a select number of Kig-Yar T'vaoan in the Covenant military. Commandos are essentially the special operations division of the Skirmisher contingent. Commandos are specifically trained to form specialized combat files and operate in discrete close-knit groups with extremely specific mission parameters. Other members of the Covenant military recognize Commandos on the battlefield for their incredibly proficient unit cohesion

YANME'E RANKING

MINOR: Prerequisites: N/A

Minor is a rank held by Yanme'e serving in the Covenant military. Minor is the lowest rank attainable in the Yanme'e ranking system, as well as the Yanme'e caste. Originally, the assignment for Yanme'e Minors was relating to engineering and technological work. However, most were replaced by the Huragok and more began to be deployed in combat roles. Yanme'e are at the very bottom of the Covenant hierarchy. Although they may fight alongside Sangheili and Jiralhanae, even a Kig-Yar Minor is allowed to command them, as well as Yanme'e Majors and occasionally Unggoy Majors.

MAJOR: Prerequisites: 2,500 Experience

Major is a high attainable caste and infantry rank for Yanme'e serving in the Covenant's military. Yanme'e Majors are differentiated from lower ranks by their crimson shells, and frequently possess energy shields. They have longer wings and can fly faster than Yanme'e Minors.

ULTRA: Prerequisites: 3,500 Experience

An Ultra of the Yanme'e contingent of the Covenant is considered one of the highest military ranks for the species. Yanme'e Ultras are distinguished by their blue and cyan exoskeletons, along with paired forked horn-like structures on their head and cephalothorax. They usually wield Plasma Pistols, but they can be seen wielding other weapons. They often don't fly like other Yanme'e rankings, but rather stay on the ground as foot combat units. One of the higher Yanme'e ranks in the Covenant military, Ultras are often in command of lower-ranking Yanme'e, like the Majors or Minors. Occasionally, they will command lances of low-ranking Unggoy.

LEADER: Prerequisites: 6,000 Experience

Yanme'e Leaders are high in the Yanme'e caste and have one of the highest Yanme'e ranks in the Covenant military. They are distinguished by their golden exoskeletons and use of energy shields. The Leader is one of the highest ranks attainable for the Yanme'e. Yanme'e Leaders have normally been rushed from their pupal stage, and as a result, their abdomens glow brightly. They often command lances consisting of lower-ranking soldiers, such as Yanme'e Majors and Minors. Occasionally, they have some control over low-ranked Unggoy and even Kig-Yar.

MGALEKGOLO RANKING

LEGION

MGALEKGOLO: Prerequisites: 4,000 Experience
Beginning off, Mgalekgolo are more used as tools and equipment until they prove themselves. The Rank of Mgalekgolo is also the name of the species that can hold the title, which is the only occurrence of this happening within the Covenant.

When an Mgalekgolo proves themselves, they gain their Rank within the Covenant Empire, allowing them to take power and command of lesser ranks during the battle. An Mgalekgolo's Battle Brother will gain the title alongside them.

GOLD MGALEKGOLO: Prerequisites: 7,500 Experience
Gold Mgalekgolos are those entrusted with running ground combat situations, such as a Sangheili or Jiralhanae Major. Gold Mgalekgolo command groups of Minors, as well as other Covenant races. Many Gold Mgalekgolo are chosen to be Shipmaster guards, and some are hand-picked by Council Members to be their personal guards. Gold Mgalekgolo are given golden armor. An Mgalekgolo's Battle Brother will gain the title alongside them.

SPECIAL WARFARE

ELDER MGALEKGOLO: Prerequisites: 9,000 Experience
Elder Mgalekgolo are the most skilled of all Mgalekgolo warriors and were chosen for their abilities on the battlefield. Elder Mgalekgolo are given special benefits in the battlefield, allowing for the support and power to crush any foe they deem necessary to the cause. This position comes with great honor and a heavy expectations. Elder Mgalekgolo are given different sets of armor based on the skills they were chosen for. Red are for Battle Brothers with advanced skills in defense. White is given to those who are able to hunt down and eliminate a target, and a light blue is given to those who are expert rangers. An Mgalekgolo's Battle Brother will gain the title alongside them.

SAN 'SHYUUM RANKING

LEGION

JUNIOR STAFFER: Prerequisites: N/A
The San 'Shyuum Junior Staffer is the lowest rank in the Covenant Empire that allows for combat roles. The Junior Staffer are used as clerical Commanding positions that lead their forces into battle. Those that are able to rise through the ranks of the Legion Ministry prove themselves worthy of eventually becoming a High Councilor.

SPECIAL WARFARE

SENIOR STAFFER: Prerequisites: 3,000 Experience
Senior Staffers are given to those who have proven themselves with Junior Staffer, allowing them to branch outside of the Legion, and into Ministries and Specialty roles. A Senior Staffer may decide to stay within the Legion's rankings to continue their commanding roles and service. Else, the San 'Shyuum are able to provide roles within the various Covenant Ministries. A San 'Shyuum that has decided to stay a commanding role within the Legion are a rarity, but those that do can gain serious pull and power within the Legions of the Covenant Empire.

VICE MINISTER: Prerequisites: 6,000 Experience
A Vice Minister is one of hundreds that can populate a Covenant Ministry. Vice Ministers are the right-hand to the Minister, and are directly given orders by the Ministers, Hierarchs, and High Councilors. A Minister may allow their Vice Ministers to continue their Commanding Roles within the Legion. If a Vice Minister is to ever take over for the Minister, they're to leave the Legion. It is only optional to take the role of a Minister, but in doing so, the Character may no longer continue being in the party as a physical asset.

MINISTER: Prerequisites: 12,000 Experience
Minsters of the Covenant Empire are entirely held by the San 'Shyuum. A Minister takes charge of one of the thousands of Ministries and given a title. A Minster of the Church of Tranquility will be given the honorary title of "Minister of Tranquility." Ministers are expected to give up their Commanding roles within the Covenant Legion entirely, so becoming a Minister would heavily limit the San 'Shyuum.

San 'Shyuum that become Minsters are still able to support their forces, but only through communication equipment. The Ministers are able to have high ranking Commanding roles, send equipment, cR, and even call in support.

HIERARCH: Prerequisites: 16,000 Experience
The Hierarch is the central decision-making body of the Covenant Empire. The High Council Hierarchs possess both legislative and judicial powers within the entire Covenant society. If this optional rank is gained, the Character is removed from play, entirely, as they are now in a position in which they no longer have control over The Legions, and must give their time to the High Council. This is the end-game for San 'Shyuum players, once this is gained, they are expected to submit all of their time to the Council.

HUMAN RANKING SYSTEM

E-1

ARMY: Private
MARINE: Private
NAVY: Seaman Recruit
AIR FORCE: Airman Basic

Paygrade Modifier: *1

The lowest rank of the Military, Private, wears no insignia. Almost all non-officer Soldiers begin their career as a Private. Privates have no use of Support Points and are easily moved up to Private First Class. After the first 3 to 6 months, or during combat, a Private E-1 is ranked up to E-2, unless the E-1 Private rank was gained via a punishment. All starting Characters are generally 5 months into their service under the Military.

E-2

ARMY: Private E-2
MARINE: Private First Class
NAVY: Seaman Apprentice
AIR FORCE: Airman

Paygrade Modifier: *1.1

E-2 is the rank given when a Private finishes their trainee courses and serves a minimum of 3 months, up to a maximum of 6 months. This rank opens up the use of Support Points to the Soldier.

E-3

ARMY: Private First Class
MARINE: Lance Corporal
NAVY: Seaman
AIR FORCE: Airman First Class

Paygrade Modifier: *1.2

E-3 is given to those who have served a minimum of 10 months, to a maximum of a year. E-3 can be obtained earlier if one of the following criteria are made: Obtaining 2 Educations at +10, or 3 Educations at +5. Agreeing to an extended-enlistment of 6 or more years, or accepting a mission with a projected length of 3 months.

E-4

ARMY: Corporal/Special
MARINE: Corporal
NAVY: Petty Officer Third Class
AIR FORCE: Senior Airman

Paygrade Modifier: *1.3

After every Mission, E-3s are able to go through a 'cycle' of rank promotion, allowing them to become an E-4 if they meet the requirements. A Character is able to gain this instantly if they have the Command Specialization Pack.

If an Army-based Character has been built to be dedicated in their Specialization Pack taken at Character Creation, they are eligible for the Army Specialist Rank. This means having six Skills, Skill Advancements, or Education, which can be used to further the Specialization Pack. The GM may decide whether or not a Character is eligible for this. This Specialist Rank offers a Paygrade Modifier of 1.4, instead of 1.3.

Instead of becoming a Specialist in one given trade, an Army or Marine-based Character may be given a rank promotion to an E-4 Corporal. Corporals are Squad-based leaders who direct activities of others below them. This rank is mainly given when a Character from rank E-1 through E-3 are put into a Leadership Position.

Navy and Air Force Personnel are qualified for this rank 36 months into their career. A Character with 3 Educations at +10, or 5 Educations at +5 are allowed advancement to E-4 in only 20 months.

E-5

ARMY: Sergeant
MARINE: Sergeant
NAVY: Petty Officer Second Class
AIR FORCE: Staff Sergeant

Paygrade Modifier: *1.4

Marine and Army-based Characters are able to obtain the Sergeant Rank by either owning the Command Specialization Pack, and/or being assigned leader of their Fireteam. It is suggested that the GM properly assign a commanding role to the Character most fit.

Navy and Air Force Personnel are able to gain this title automatically at 7 years of "Good Conduct." The Navy and Army Personnel are also able to obtain this promotion earlier by passing an enrollment test after two missions, or one long mission, of being an E-3 or E-4. This enrollment test is rolled on the Character's Intellect. If the Test is made with two or more Degrees of Success, the rank of E-5 is gained. If failed, the Test may be retaken once a month, or after each Mission.

Alternatively, an Air Force may obtain the rank the same as an Army or Marine Character, but only if they're chosen to be the leader of a Fireteam.

E-6

ARMY: Staff Sergeant
MARINE: Staff Sergeant
NAVY: Petty Officer First Class
AIR FORCE: Technical Sergeant

Paygrade Modifier: *1.5

Army, Marine, and Air Force Characters who hold the E-5 Rank for 7 to 12 months, given control over a Platoon, made a leader of a Convoy, or made leader of multiple Fireteams are given the rank promotion of E-6. A minimum Leadership of 40 is needed.

Navy and Air Force Characters have a choice of completing three years as an E-5, being recommended by a Commanding Officer, or gaining three or more Degrees of Success on an Intellect-based Enrollment Test, to gain the E-6 Rank Promotion.

E-7

ARMY: Sergeant First-Class
MARINE: Gunnery Sergeant
NAVY: Chief Petty Officer
AIR FORCE: Master/First Sergeant

Paygrade Modifier: *1.6

For Army and Marine Characters, the E-7 Rank is given to those who their superior officers believe have knowledge on Drill Regulations and a complete knowhow of their weaponry. A Character that is E-5 or E-6 is able to be chosen for this roll if they have a minimum Leadership of 40 and the Military Command Education at +10.

Army and Marine Characters, if rank E-5 or E-6, can be instantly brought up to E-7 if they are put in charge of a Battalion, large Convoy, or put in charge of four Fireteams.

Air Force and Navy at rank E-6 must have the Military Command Education at +10 and pass the Enrollment Test, gaining a +10 from the Education. If the test is failed, the Test may be retaken once a month, or after each Mission. Navy Characters may also gain this rank if they hold four Educations at +10 including Military Command, Rank of E-6, and an Intellect and Leadership of 45.

Air Force Characters that have a minimum Charisma of 45 are eligible to become First Sergeants. First Sergeants are tasked with the mental wellbeing, morale, and conduct of those in the Character's squadron. This Rank is a special version of the Air Force's E-7 through

E-9 Ranks, meaning that the Character still holds their basic E-7 through E-9 Ranks, but also hold the First Sergeant as a title, while using the standard E-8 and E-9 promotion requirements to advance.

E-8

ARMY: Master/First Sergeant
MARINE: Master/First Sergeant
NAVY: Senior Chief Petty Officer
AIR FORCE: Senior Master/First Sergeant

Paygrade Modifier: *1.7

Army and Marine Characters who are given a Leadership position assigned to a mechanized division, convoy, or even a standard infantry platoon. A Master Sergeant is to provide a technical leadership and specialist. It is optional to allow a Master Sergeant to stay with their infantry, serving as an assistant operations Chief and a commanding unit to the others in the Fireteam or squad. To gain this Rank, the Army or Marine Character must have a minimum Leadership of 45 and take a Warfare Range test. This Test represents taking an enrollment test on weapon maintenance, handling, and usage.

Army and Marine Characters that are a Master Sergeant may decide to enroll to the First Sergeant rank. This rank, instead of helping command and keep upkeep to weaponry and equipment, can take role in training new soldiers and Sergeants within their Company. These Characters that are being trained are usually a new recruit, E-1 and E-2 Rank, being put into combat for the first time, or are newly promoted Sergeants needing trained to do their job. This enrolment is optional.

Navy Characters of E-7 must be proven to be a good Leader. They must have prior extraordinary use of Leadership Skills, either controlling their Fireteams and Squads with excellence, or overcoming the odds within a battle. Before a Mission, the GM may decide if the Character is ready to be an E-8, to play the role off the Navy's "Board of Master Chiefs" in their decision to choose the Character.

Similar to the Navy's E-7 to E-8 Promotion System, the Air Force Characters who hold the E-7 Rank must go through testing and have proven ability to Lead and use their skills. Though, instead of having to have such a distinguished ability to Lead, the Character must have a +10 in two different Educations and have a minimum Leadership of 45. Before a Mission, the GM may decide if the Character is ready to be an E-8, and to play the role off the Air Force's Central Promotion Board in their decision to choose the Character.

A Character who held the title of First Sergeant in E-7 are able to keep their rank of First Sergeant when they become an E-8, continuing their work as a guidance for the mental wellbeing, morale, and conduct of those in the Character's squadron. Air Force Characters that have a minimum Charisma of 45 are eligible to become First Sergeants, and can be taken at this Rank.

E-9 - INFANTRY

ARMY: Sergeant Major
MARINE: Sergeant Major
NAVY: Master Chief Petty Officer
AIR FORCE: Chief Master/First Sergeant

E-9 – COMMAND

ARMY: Command Sergeant Major
MARINE: Master Gunnery Sergeant
NAVY: Fleet/Command Master Chief Petty Officer
AIR FORCE: Command Chief Master Sergeant

Paygrade Modifier: *1.8

Army and Marine Characters, advancing from E-7 to E-8 are able to become Sergeant Majors or Command Sergeant Majors. Sergeant Majors are decorated and important leaders for specialized Squadrons and Battalions. They hold special position as a morale booster and upholder of discipline within the Company or Battalion. This rank must be given by the GM for special feats of glory and leadership. A Character becoming a Sergeant Major must have a 45 Leadership and 40 Charisma. The Character may also be chosen to become a Command Sergeant Major, which is a similar roll, but have more control over the various Squadrons nearby.

For the Marine and Army Characters of the E-8 Rank, becoming a Command Sergeant Major is a ceremonial final Enlistment rank. To gain this rank, the Character must be a proven leader, and must be chosen by the GM as ceremonial or having a good reason for the advancement. Command Sergeant Majors of the Marine and Army are highly decorated and command entire Squadrons and sometimes even Battalions. The Command Sergeant Major is also the Commander's 'senior advisor' for enlisted soldiers and is the one chosen to handle matters of discipline and morale among the others. This is a unique position for morale and leadership. The Marine's equivalent of the Command Sergeant Major is known as a Master Gunnery Sergeant.

The Air Force has a similar system to the Marine and Army Characters. The Chief Master Sergeant plays the same roll as the Sergeant Majors, but for the Air Force. Similarly, the Command Sergeant Majors play a related role compared to the Master Gunnery Sergeant or the Command Sergeant Major. Only E-8 Air Force Characters with stellar Achievements may be chosen for this promotion.

A Character who held the title of First Sergeant in E-7 or E-8 are able to keep their rank of First Sergeant when they become an E-9, continuing their work as a guidance for the mental wellbeing, morale, and conduct of those in the Character's squadron. Air Force Characters that have a minimum Charisma of 45 are eligible to become First Sergeants, and can be taken at this Rank.

Nearly identical to the Navy Character's E-8 enlistment, E-9 has the same process to become a Master Chief Petty Officer. Navy Characters of E-8 must be proven to be a good Leader. They must have prior extraordinary use of Leadership Skills, either controlling their Fireteams and Squads with excellence, or overcoming the odds within a battle. Before a Mission, the GM may decide if the Character is ready to be an E-9, to play the role off the Navy's "Board of Master Chiefs" in their decision to choose the Character.

Navy Characters who are E-8 or E-9 have a possibility of becoming a Command Master Chief Petty Officer. This rank is a special highly decorated rank in which the Character maintains communication, morale, and the mental wellbeing of all Navy Personnel in their Company. Navy Characters need a Charisma and Leadership of 45, and have Command at +10.

W-1

ARMY: **Warrant Officer 1**
MARINE: **Warrant Officer 1**
Paygrade Modifier: *2

Army and Marine Characters who hold the E-9 Rank are able to be promoted to the W-1 Warrant Officer 1 Rank. This Rank is given to those who prove to be technical experts, combat leaders, and advisors. Warrant Officers are used to provide leadership and maintenance for long-duration missions that require technical expertise on the battlefield. Warrant Officers command temporary Mission detachments, which are groups built temporarily for Missions

A Character who holds Warrant Officer 1 is expected to have the battle and technical expertise of an enlisted soldier, while holding the command and authority of a commissioned officer. When a Mission Detachment has been folded back into the battalion, they are either assigned to a new Mission Detachment, or they are promoted to Chief Warrant Officer to continue their duties on a larger scale.

Characters from ranks E-6 through E-8 may also be chosen for this roll if they have a Leadership of 55, a Command of +10, and the GM's approval to use this Rank. It is suggested that the GM only use Warrant Officer Ranks if a mission will last longer than a month of in-game time.

W-2

ARMY: **Chief Warrant Officer 2**
MARINE: **Chief Warrant Officer 2**
NAVY: **Chief Warrant Officer 2**
Paygrade Modifier: *2.2

Navy Characters who hold the E-9 Rank are able to be promoted to the W-2 Chief Warrant Officer 2 Rank. This Rank is given to those who prove to be technical experts, combat leaders, and advisors. Chief Warrant Officers are used to provide leadership and maintenance for long-duration missions that require technical expertise on the battlefield. Unlike Warrant Officer 1, Chief Warrant Officers hold their rank and leadership in a Battalion, instead of temporary Mission Detachments. These are a permanent units.

A Character who holds Chief Warrant Officer 2 is expected to have the battle and technical expertise of an enlisted soldier, while holding the command and authority of a commissioned officer.

Characters in the Navy from ranks E-6 through E-8 may also be chosen for this roll if they have a Leadership of 55, a Command of +10, and the GM's approval to use this Rank. It is suggested that the GM only use Warrant Officer Ranks if a mission will last longer than a month of in-game time.

Marine and Army Characters who hold the rank of W-1 are able to be promoted to W-2 after proving sufficient leader skills while commanding their Mission Detachments.

W-3

ARMY: **Chief Warrant Officer 3**
MARINE: **Chief Warrant Officer 3**
NAVY: **Chief Warrant Officer 3**
Paygrade Modifier: *2.4

Characters who hold the rank of W-2 are able to be promoted to W-3 after proving sufficient leader skills while commanding their Battalions.

Chief Warrant Officers hold their rank and leadership in a Brigade, instead of Battalions.

W-4

ARMY: **Chief Warrant Officer 4**
MARINE: **Chief Warrant Officer 4**
NAVY: **Chief Warrant Officer 4**
Paygrade Modifier: *2.6

Characters who hold the rank of W-3 are able to be promoted to W-4 after proving sufficient leader skills while commanding their Brigades.

Chief Warrant Officers hold their rank and leadership in a Corps, instead of Brigade.

W-5

ARMY: **Chief Warrant Officer 5**
MARINE: **Chief Warrant Officer 5**
NAVY: **Chief Warrant Officer 5**
Paygrade Modifier: *2.8

Characters who hold the rank of W-4 are able to be promoted to W-5 after proving sufficient leader skills while commanding their Corps.

Chief Warrant Officers hold their rank and leadership in any size of Military unit up to an "Army Front", but are given more important operations than any other Warrant rank.

O-1

ARMY: **Second Lieutenant**
MARINE: **Second Lieutenant**
NAVY: **Ensign**
AIR FORCE: **Second Lieutenant**
Paygrade Modifier: *3.2

Characters of the Army, Air Force, and Marine Corps are able to become a Second Lieutenant, as long as they are E-8 and up and meet the following criteria. The Character must have two +10 Military-based Educations, a Command of +10, and a minimum Leadership of 50. A Second Lieutenant is a Commanding role that lead Platoons of 16 to 44 Soldiers.

The Navy Ensign, similar to the Second Lieutenant of the other Branches, has the same requirements to be promoted to this rank. Unlike Second Lieutenant, the Character must spend 7 months' time training on a starship before reporting to a combat role. When the Ensign is ready to report to the combat roll, they take Command of a Platoon of 16 to 44 Soldiers.

O-2

ARMY: **First Lieutenant**
MARINE: **First Lieutenant**
NAVY: **Lieutenant Junior Grade**
AIR FORCE: **First Lieutenant**
Paygrade Modifier: *3.6

Any Characters are able to become First Lieutenants as long as they hold the O-1 Rank for 14 Months of in-game time and have proven that they are not bad leaders. O-2 Ranks are similar to their previous O-1 counterparts, but are trusted more and have a higher pay. O-2 Rank Characters also gain the ability to lead Special Force Squads and Fireteams.

O-3

ARMY: **Captain**
MARINE: **Captain**
NAVY: **Lieutenant**
AIR FORCE: **Captain**
Paygrade Modifier: *4

Characters who hold their O-2 Rank for 7 Months and prove they are not bad leaders can be promoted to O-3. Once O-3, they hold all facilities of previous O Ranks, but gain the ability to Command up to a Battalion of Soldiers.

O-4

ARMY: **Major**
MARINE: **Major**
NAVY: **Lieutenant Commander**
AIR FORCE: **Major**
Paygrade Modifier: *4.8

Characters that have the O-3 Rank, and prove themselves professional and trustworthy leaders, are able to be promoted to O-4. This Promotion takes time and is decided by a series of judges of the Branch of the Military the Character is in. If chosen, the Character must take a 7 month training program. The O-4 Rank holds all of the facilities of the previous O-3 Rank, but gains the higher pay and greater authority.

O-5

ARMY: **Lieutenant Colonel**
MARINE: **Lieutenant Colonel**
NAVY: **Commander**
AIR FORCE: **Lieutenant Colonel**
Paygrade Modifier: *4.8

The O-5 Rank is a milestone in Halo Mythic. Once this rank is reached, each Branch gives a special bonus. Once a Character has held the O-4 Rank for 7 months, the Character is eligible for the GM to allow them to become O-5.

Navy Personnel who reach O-5 are able to control a starship of the GM's choice. This promotion holds all the previous power of the O-4 Rank, but gains higher pay and greater authority, alongside the GM's choice of allowing the Character access to a Starship.

Army and Marine Characters, similar to the Navy Characters gaining access to new equipment, gain access to a convoy of vehicles. The GM may decide the amount of vehicles, or the type. The GM may give the Character an Elephant or two, or a Mammoth, if post-war, or possible a series of Warthogs and other lighter vehicles, or even a few heavy vehicles like Grizzlies or Scorpions.

Air Force Characters can be given a squad of aerial vehicles, from fighter jets to V-TOLs. The GM may decide what kind of aerial vehicles are given.

O-6

ARMY: **Colonel**
MARINE: **Colonel**
NAVY: **Captain**
AIR FORCE: **Colonel**
Paygrade Modifier: *5.2

Once a Character has completed 14 Months of Duty under the rank of O-5, they are eligible to be promoted to O-6. The O-6 Rank contains all of the previous facilities of the Officer Ranks, but is now able to control wings consisting of 1,000 to 3,000 Soldiers.

O-7

ARMY: **Brigadier General**
MARINE: **Brigadier General**
NAVY: **Rear Admiral Lower Half**
AIR FORCE: **Brigadier General**
Paygrade Modifier: *5.6

Once a Character has completed 14 Months of Duty under the rank of O-6, they are eligible to be promoted to O-7. The O-7 Rank contains all of the previous facilities of the Officer Ranks, but is now able to control wings consisting of 2,000 to 6,000 Soldiers. The GM may allow the Character a larger convoy, ship, or aerial squadron.

O-8

ARMY: **Major General**
MARINE: **Major General**
NAVY: **Rear Admiral**
AIR FORCE: **Major General**
Paygrade Modifier: *6

Once a Character has completed 24 Months of Duty under the rank of O-7, they are eligible to be promoted to O-8. The O-8 Rank contains all of the previous facilities of the Officer Ranks, but is now able to control wings consisting of 4,000 to 12,000 Soldiers. The GM may allow the Character a larger convoy, ship, or aerial squadron.

O-9

ARMY: **Lieutenant General**
MARINE: **Lieutenant General**
NAVY: **Vice Admiral**
AIR FORCE: **Lieutenant General**
Paygrade Modifier: *6.4

Once a Character has completed 24 Months of Duty under the rank of O-8, they are eligible to be promoted to O-9. The O-9 Rank contains all of the previous facilities of the Officer Ranks, but is now able to control wings consisting of 8,000 to 24,000 Soldiers. The GM may allow the Character a larger convoy, ship, or aerial squadron.

O-10

ARMY: **General**
MARINE: **General**
NAVY: **Admiral**
AIR FORCE: **General**
Paygrade Modifier: *6.8

This is the final achievable Rank in the Human Militaries. Once gained, if the GM were to promote the Character one more time, they successfully retire from combat in any form. A Character to hit 2 Years of service as O-9 is eligible for Promotion to O-10. The O-10 Rank contains all of the previous facilities of the Officer Ranks, but is now able to control wings consisting of any amount of Soldiers. The GM may allow the Character a larger convoy, ship, or aerial squadron.

A General, or Admiral, has one of the highest authorities and military power. There are incredibly few O-10 ranked individuals, roughly 300 per Branch of the Military, so the GM must be weary when giving this Rank. The O-10 Rank is the final frontier for a combat-based Character, and the Character is also hitting an age where combat could be detrimental to their health, even outside of damage taken from the combat.

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